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COMPUTER Gaming World

June 1988 Number 48

Microprose's Project Stealth Fighter



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Electronic Arts' Bard's Tale III

06
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When the Bard's scared sober, trust a thief

. . . like me.

When the Bard's Tale began, we lived a charmed life. Good ale. Good song. Good company. Mangar came along, but we cut him to pieces before he could blink. Soon the world got bigger, and its problems got bigger. We wandered the wilderness for months to find the pieces of that infernal Destiny Wand. But once we reforged it, Lagoth Zanta was history.

Back then, being a thief was dull. Pick this lock. Disarm that trap. When things got hot, they'd tell me "Into the shadows, wimp." I should've lifted their gold and split long ago. But it's too late now.

We battle through the seven worlds. Cast Warstrike and Rimefang over and over. Cut down the endless Hookfangs and Slathbeasts. And suddenly, The Archmage is powerless. The Warrior is weak. The Bard can't play. *Now* they say I'm the only hope. I'm slick. I'm sneaky. And *I'm* going to fight the Mad God . . . alone.

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Your stats show you're hot at lock picking, trap disarming . . . and hiding. Need more help than that? Seven kinds of spellcasters—including new Chronomancers and Geomancers—cast over 100 spells.



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3) Mail check (U.S. $) or VISA/MC #, cardholder name, and exp. date to Electronic Arts Direct Sales, P.O. Box 7530, San Mateo, CA 94403. Apple II version $49.95, Commodore version $39.95, plus $3 shipping/handling. CA residents add 6.5% sales tax. Allow 1–3 weeks for U.S. delivery.

ELECTRONIC ARTS®

COMPUTER Gaming World

June 1988
Number 48

FEATURES

DEPARTMENTS

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« Circle Reader Service #22

TAKING A PEEK

Cinemaware Corporation
4165 Thousand Oaks Blvd.
Westlake Village, CA 91362

THE THREE STOOGES: With digitized sound from the movies and short subjects themselves, an interface reminiscent of a family board game, arcade sequences based on scenes from the films, a mini-trivia game, and plenty of animation to invoke the essence of the late comedy team's humor, this is a delightful way to spend some lighthearted time. Amiga ($49.95), C-64/128 ($39.95). Circle Reader Service Card #1.

Cosmi Corporation
431 N. Figueroa St.
Wilmington, CA 90744

THE PRESIDENT IS MISSING!: For those who have always wanted access to the Central Intelligence Agency's data banks, this graphics adventure offers the opportunity. The object of the game is to solve the mystery of the president's mysterious kidnapping by terrorists and the player has all that data needed to solve it at his command. An audio-cassette is used to enhance the mystery. C-64/128 ($24.95). Circle Reader Service Card #2.

Datasoft
19808 Nordhoff Place
Chatsworth, CA 91311

BATTLEDROIDZ: The screens will remind players of "Marble Madness" and the fiction behind the game will remind players of "RobotWar," but the emphasis is on action and combat rather than speed or programming. Players weave their silicon gladiators through 3-D environments and use smart bombs and photon guns to conquer each warzone and gather enough energy keys to reach the next warzone. C-64/128 ($24.95). Circle Reader Service Card #3.

GLOBAL COMMANDER: This game set less than a century in our future, assumes a global situation where one man is responsible for maintaining balance and order among 16 aggressive, nuclear-armed, and deceitful nations. The eclectic design includes diplomatic, economic, and, on occasion, military options to be chosen and problems to be faced. The emphasis is more on management skills than military strategy. C-64/128 ($19.95). Circle Reader Service Card #4.

THE RUBICON ALLIANCE: As a starship commander, the player of this

(Continued on page 7)

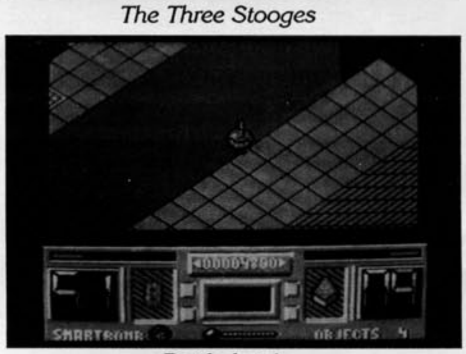
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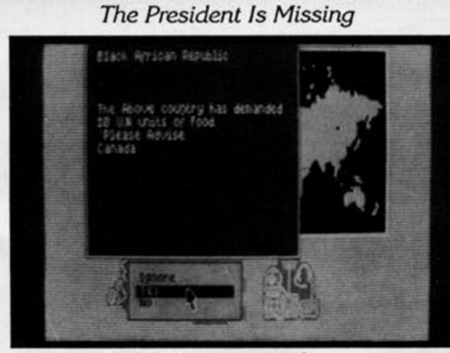
The Three Stooges



The President Is Missing



Battledroidz



Global Commander



The Rubicon Alliance



Tobruk: The Clash of Armour

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★ "superb...phenomenally easy to learn... a giant leap forward in computer gaming," *(Strategy & Tactics magazine).*

★ "[one] of the best tactical simulation games I have ever seen," *(The Wargamer).*

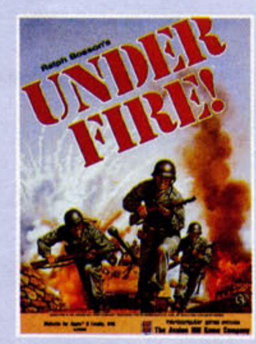
From the wheatfields of Russia to the hedgerows of northern France, this is the world of **UNDER FIRE**. There are armies from the US, Germany and the Soviet Union. There are infantry, paratroopers, engineers, mountain troops, assault guns, tanks, off map artillery, leaders and weapons. Add hidden movement, morale, three maps and nine scenarios...and you have a game that is as flexible as it is complete!

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TAKING A PEEK

(Continued from page 4)

science fiction game must locate the planet, Nono. Nono is a pirate planet which migrates along the fringes of the Hyturian Star System and preys upon the shipping of the Rubicon Alliance, the player's employer and the star system's only hope for peace. The action screens look like a dozen other space games, but the game's rationale seems well thought out. C-64/128 ($19.95). Circle Reader Service Card #5.

TOBRUK: THE CLASH OF ARMOUR: Intended to be an action/strategy hybrid, this product offers the option of toggling the arcade sequences (which present "tank's-eyeview" action scenes) and playing the game strictly as a strategy game. The game follows in the tradition of its predecessor, "Theatre Europe." C-64/128 ($19.95). Circle Reader Service Card #6.

Douglas Enterprises
Comerica Bank Bldg. #1105
25 West Michigan Mall
Battle Creek, MI 49017

CASTLE RALF: In this interactive text adventure, players are supposed to be themselves, average guys or gals (or in the case of our readers, outstanding men or women) who simply want to escape from the castle referenced in the title (wouldn't you?). The parser uses specific verbs noted in the manual; the program offers automapping; and the puzzles are initially simple, but increasingly difficult. IBM ($32.00). Circle Reader Service Card #7.

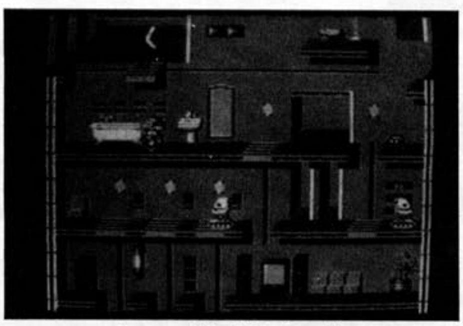
Epyx
P.O. Box 8020
Redwood City, CA 94063

IMPOSSIBLE MISSION II: After hiding out for five years, Elvin Atombender, that psychotic scientist from "Impossible Mission," has resurfaced with a despicable and diabolical plot. To foil him, players become Agent 29 of the counter-terrorist force, Cobra Blue, and attempt to infiltrate the immense eight tower complex in Los Angeles. The action sequences require players to avoid mobile robots and locking passageways in order to gain access to and neutralize the scientist's computer system. Atari ST, C-64/128, and IBM ($39.95). Circle Reader Service Card # 8.

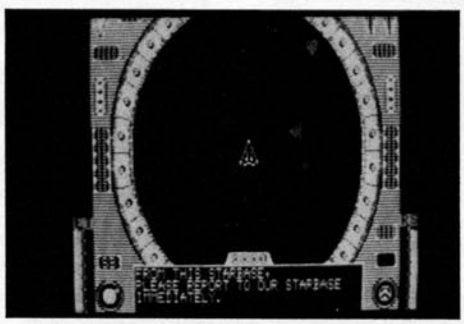
First Row Software Publishing
900 East 8th Avenue, Suite 300
King of Prussia, PA 19406

DR. DUMONT'S WILD P.A.R.T.I.: Imagine a world where all the physical laws which we take for granted are slightly skewed, apparently a surrealistic analogue for the physical principles of the sub-atomic level. From the fecund im-

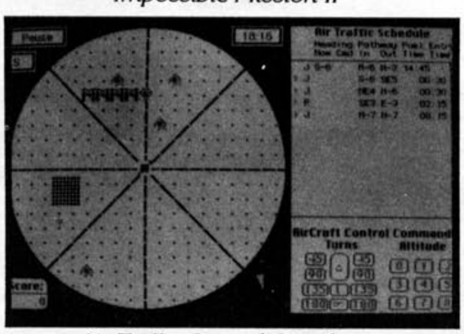
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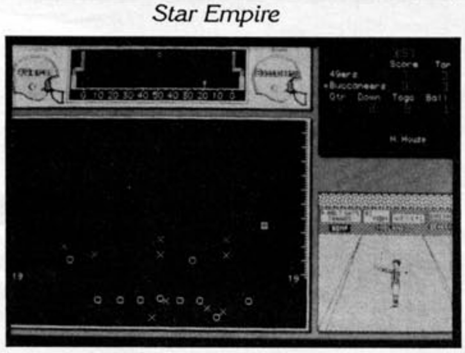
Impossible Mission II



Star Empire



Air Traffic Control Simulator



MSFL Pro League Football



Harrier Combat Simulator



Obliterator

CONVERSIONS RECEIVED

For the Amiga:
Alternate Reality: The City (Datasoft)

For the Apple II:
Jinxter (text only) (Rainbird)

For the Apple IIGS:
King's Quest (Sierra)
Police Quest (Sierra)

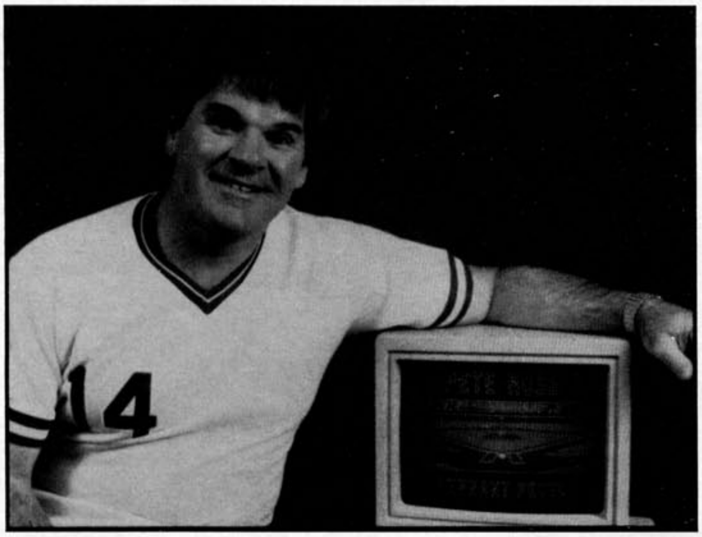
For the Commodore 64/128:
Star Rank Boxing II (Activision)

For the IBM:
Alternate Reality: The City (Datasoft)
Deep Space (Sir-Tech)
Deja Vu (Mindscape)
Maniac Mansion (Lucasfilm)
Questron II (SSI)
Sons of Liberty (SSI)
Uridium (Mindscape)

For the Macintosh:
Where in the World is Carmen Sandiego (Broderbund)

INSIDE THE INDUSTRY

News, Notes and Quotes From the Computer Entertainment Industry



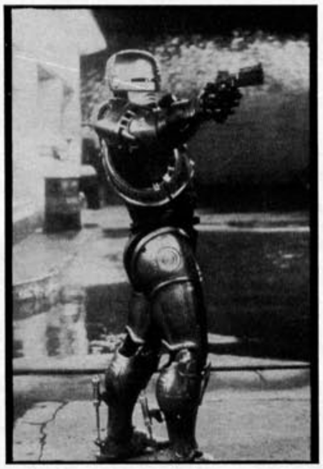
Activision Announces "Pete Rose Pennant Fever"

Activision's Gamestar division has announced an agreement to create Pete Rose Pennant Fever. The game is expected to be action-oriented in the Gamestar tradition, but the object of the game will be for players to guide their "expansion team" through a ten season, 24-team-league race for the pennant. The game will offer on-field perspectives in order to implement the playing philosophy of the famous "Charlie Hustle." Rose underscored this intent by stating: "I want this game to put you right on the field rather than in the dugout because the real difference between winning and losing is not in what you know, but in what you do. Statistics don't mean a thing when you're standing at the plate facing a 90-mile-an-hour fastball."

In addition to the action elements required in the on-field play, the game will expect players to perform as general managers of their franchises by means of drafting and acquiring computerized players while keeping the club's finances and player salaries on an even keel.

DATA EAST TO RELEASE "ROBOCOP" AND "PLATOON"

The action-oriented publishers at Data East were impressed enough with two successful movies to market products based on their plot lines. Robocop, a cartridge for the Nintendo system, will be promoted at the Summer Consumer Electronics Show by having an actor at their booth who will be



dressed in the original metal armor used in the movie. The publisher contends that the same storyline, action, and adventure seen in the movie has been brought to the gamer's video screen in the nine levels of play available in the game. The cartridge will contain 2-megabytes of ROM and will retail for $39.95.

Platoon, based on the popular film, takes the through six increasingly challenging situations. The object of the game parallels the film in that the player's responsibility is to attempt to have his platoon of five men survive, keep their sanity and morale intact, and return safely to their base.

The first action sequence involves leading the platoon through a jungle infested with armed patrols, booby-trapped trip wires, hidden assassins, and deadly snipers. The platoon's goal is successfully recovering a box of explosives cached by a previous platoon and using the explosives to destroy a bridge. In successive situations, the platoon must conduct an exhaustive search in a village; fight through an underground tunnel network; defend a bunker during a night action; reach a foxhole prior to a napalm strike; and in reaching that foxhole, neutralize a traitor who is already there by using hand grenades. The players must try to keep four indicators in balance (morale, hits, ammunition, and score) in order to succeed in the game.

The action game will be available on the Atari ST ($44.95), Commodore 64/128 ($29.95), and IBM PC ($39.95).

Several New CRPGs Due In Second Half of 1988

First Row Software plans to promote their first Twilight Zone graphic adventure at Summer C.E.S. with a Rod Serling impersonator

The author of the "Zone" adventure notes that the first product was, in reality, a series of short adventures. Nevertheless, the second product will deal with one particular plot line throughout. This one is about a mystery writer who never finishes his stories, but gets thrust into his fictional environment and cannot get out until he solves the mysteries themselves.

First Row will also be promoting another licensed product at C.E.S., The Honeymooners, using the original Honeymooners set as part of their booth.

In a recent interview with CGW, Richard Garriott (aka Lord British) took the wraps off the long-awaited space role playing game under development at Origin Systems. Although the game is not expected to be released until after the summer, the company has given the

product the title, *Space Rogue*, and begun to talk about it. According to Lord British, author Paul Neurath (who designed Sir-Tech's *Deep Space*) has worked with Ned Lerner (who designed Electronic Arts' Chuck Yeager's Advanced Flight Trainer) to develop a system of 3-D graphics. Around the graphics core, he has built a role-playing game which will stress craft (skill) and equipment development in addition to the character's personal development.

Mindscape is planning to stimulate the role playing world with several interesting games during the second half of 1988. In addition to *Citadel*, which is expected to debut shortly, an IBM CRPG called *Visions of the Aftermath* is under development. It is intended to be set in a post-holocaust world.

New World Computing will release *Might and Magic II* (Apple II) and an, as yet untitled, space role playing game (IBM) in the last quarter of 1988. Both games will set new standards in graphics. The double-hi-res graphics and animation of M & M II look almost like 16-bit products. The space game picks up where EA's Starflight left off and pushes the design envelope another step.

Broderbund is ready to announce their upcoming CRPG by Michael Cranford of *Bard's Tale* fame. A space opera, it is to be called *Centauri Alliance*. In other C.E.S. news, Broderbund is expected to announce a joint project with themselves, **Lucasfilm Games**, and **Atari** to produce the home arcade version of *Star Wars*. Also, Accolade is expected to make the *4th & Inches Team Construction Disk* available prior to C.E.S. The disk allows players of the football game to create their own football teams. The product allows personalized team names and colors, as well.

MICROPROSE CAPTURES "RED BARON" AS CORPORATE MOMENTO

After almost one year's detective work, the fabled video game machine that spurred Bill Stealey and Sid Meier to found Microprose has been enshrined at the company's headquarters. In the summer of 1982, Bill Stealey was a corporate strategic planner and Sid Meier was a computer systems analyst for a Baltimore company. Neither of the two men knew the other, but mutual friends recognized their common interest in aviation and arranged for the two to meet when the company held a corporate meeting at the MGM Grand Hotel in Las Vegas, Nevada. During a break in the meeting, Sid and Bill challenged each other to aerial combat using a video game called, "Red Baron." Bill, as a former fighter pilot, was chagrined that Sid could beat him handily on every occasion.

Sid explained that he was only analyzing the game's rudimentary programming and predicting its simple moves. He boldly asserted that he could design a better game in one week on his computer at home. In order to match Sid's bravado, Bill responded that he could sell the game if Sid could produce it. It took two months rather than one week, but when both Bill and Sid were happy with Hellcat Ace, Bill managed to get an order for fifty copies in his very first sales appointment. The rest is history.

Some Microprose employees decided to retrieve the historic arcade game that spawned their company. But how were they to find the old machine? The MGM Grand Hotel had changed hands in 1986 and the hotel's video



MicroProse co-founders Sid Meier (l) and Bill Stealey re-acquaint themselves with the Red Baron,the arcade game that sparked formation of their company

arcade had been dismantled. Nevertheless, persistent investigation turned up the fact that the machines were simply in storage. They had not been sold, as would normally have been supposed. Since Microprose had some contacts with executives of the Bally Corporation (current owners of the Grand), the employees were able to negotiate the sale of the game and present it to the company founders during a recent company gathering.

SSI AND EA INK AFFILIATE PACT

Both **Electronic Arts** and **Strategic Simulations, Inc.** are excited about their new Affiliated Label agreement. EA will become SSI's exclusive U.S. distributor for the next five years. According to Chuck Kroegel, Vice President of SSI, EA has become a minority stockholder in SSI, but since Trip Hawkins, CEO of EA, once served as a member of SSI's board of directors and the Billings family will still have controlling interest of the corporation, there is not expected to be any drastic changes in product philosophy and development. "We are excited about the deal. We feel it is a good strategic alliance and it should increase sales and service." The agreement will not affect European and Japanese distribution for SSI. EA's strong distribution which accounts for almost 25% of their more than $42 million dollars in sales per year (based on the 1987 figure) and SSI's potential megahit with the *Advanced Dungeons and Dragons* line, the deal is expected to be mutually beneficial.

CGW Assistant Editor Erroneously Resurrects Dead Company

In a horrendous publishing blooper, CGW Assistant Editor Johnny Wilson typed the name of long-deceased Datamost behind every Datasoft product listed in the May, 1988 Conversions Received column. Sam Poole, President of Datasoft, gently chided Wilson by noting, "We've been trying to disassociate ourselves from that name confusion for years." Wilson has apologized and promised to undergo outpatient treatment as a mail boy at Soft Talk. CGW officially apologizes for perpetuating the name confusion.

TAKING A PEEK

(Continued from page 7)

aginations of Michael and Muffy Berlyn ("Tass Times in Tonetown," "Oo-Topos," "Infidel," "Suspended," and others), comes this interactive text adventure where the player's character becomes the first "Subonaut" and encounters life on the sub-atomic level. The player experiences this fiction, however, as more of an Alfred Hitchcock movie or Salvador Dali painting than "Fantastic Voyage"-type adventure. IBM, Macintosh ($39.95). Circle Reader Service Card #9.

MOSES: "Holy Moses!" you exclaim, "an interactive text adventure based on a biblical character." This is an adventure where the player takes on the role of the Hebrew leader after his exile in the desert. The puzzles involve the relatively simple chore of finding Egypt, along with the more complex challenges of selecting the right plagues and solving the dangers of the wilderness. C-64/128, IBM ($29.95). Circle Reader Service Card #10.

STAR EMPIRE: The player assumes the role of a scout ship pilot. Although the primary emphasis of the game is space combat simulation, the player must use his business sense as well as his reflexes in order to be successful. The object of the game is to increase the player's wealth and effectiveness until he can build a "Frontier Shield" and provide ultimate protection for his sector. C-64/128, IBM ($24.95). Circle Reader Service Card #11.

HJC Software, Inc.
P.O. Box 51816
Durham, NC 27717

AIR TRAFFIC CONTROL SIMULATOR: Although the multiple levels of difficulty make it easy for anyone to get started in this sophisticated simulation, the simulated stress factor builds swiftly once one reaches the intermediate levels of difficulty. Given a realistic-looking radar screen and command instruments, it is the player's job to direct aircraft around hills, towers, storms, and restricted zones in order to land safely or move carefully beyond the player's jurisdiction. Macintosh with 512K ($49.95). Circle Reader Service Card #12.

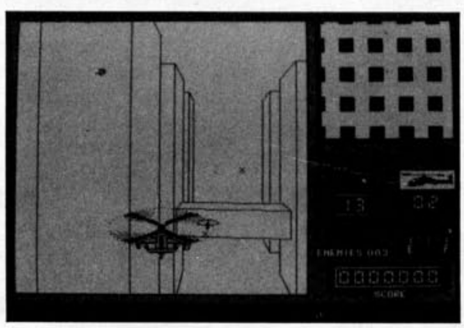
Micro Sports, Inc.
P.O. Box 15799
Chattanooga, TN 37415

MSFL PRO LEAGUE FOOTBALL: The designers of "Mac Pro Football" for Avalon Hill have introduced a different product with emphasis on league play. The new game allows leagues to keep track of all their statistics and there is even a "Draft Disk" (available separately) which allows players to assemble their teams as though they were general managers of a professional franchise. The earlier game was sophisticated, but this one offers even more. Macintosh with 1MB ($49.95 - Draft Disk - $39.95). Circle Reader Service Card #13.

Mindscape, Inc.
3444 Dundee Rd.
Northbrook, IL 60062

HARRIER COMBAT SIMULATOR: An advanced conversion of the earlier "High Roller," this is an exciting combat simulator because the aircraft being flown is the famous V/STOL (Vertical/Short Take Off and Landing) plane

(Continued on page 49)



Apache Strike



Beyond Dark Castle

WHAT'S A TAITO?..



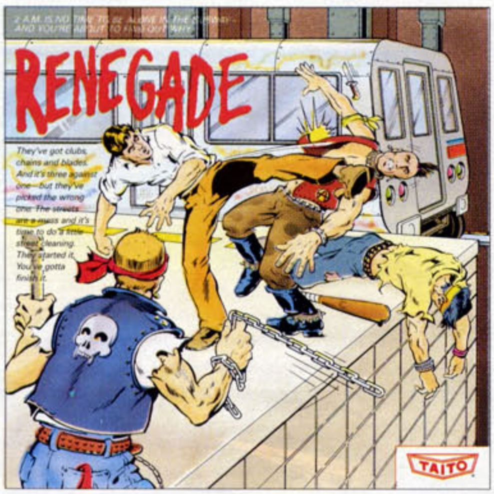
That's a very good question. Taito® (pronounced Tie-toe) is one of the oldest and biggest names in the arcade industry.

Taito is the world's largest manufacturer and operator of arcade games. We've been in the business since 1953.

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Now Taito has something equally exciting for you to slip into your home computer. Taito is bringing you the same pioneering spirit, technical quality and excitement that made us the arcade leader for play on your Commodore, Amiga, IBM, Apple and Atari computers.

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Our strength comes from the massive development effort we put into creating the kind of games that satisfy the ever-growing arcade appetite and the research gathered from the more than 100,000 arcade machines Taito operates in Japan. (The money in the coin boxes at the end of the day tells very quickly if you've got a good game or not.) And Taito is always working hard to develop the most exciting new video



ALCON: The ultimate in inter-planetary combat. Battle aliens with lasers, homing missiles, bombs and shields. Fantastic vertical scrolling future-world landscapes.

games that push the technology to its limits.*

Because arcade games are the benchmark for home video games, Taito's leadership in the arcade translates into more home video thrills—more mesmerizing arcade quality graphics, sound and above all, action!



RASTAN: One of the biggest coin-op hits of 1987. Stunning graphics. Non-stop, mythical super hero action with multiple weapons, enemies and levels of play.

That's why nobody but Taito can bring you more of what you're looking for in home computer video games.

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Circle Reader Service #27



THE HUNT FOR RED OCTOBER

Tom Clancy's Best Seller Meets The Computer

Reviewed by Hosea Battles

As the most senior Soviet submarine commander, you have been ordered to test the newest Soviet submarine. It is equipped with a new revolutionary drive system (Caterpillar Drive) which is so quiet that it is virtually undetectable.



The Defection

Dissatisfied with the system that killed your wife, you decide to defect to the United States with this valuable vessel. The craft's officers are handpicked by you and share your beliefs. The crew, however, knows nothing of your intentions. Beyond the crew, though, there is one other potential problem. All Soviet vessels of importance carry a high ranking KGB political officer. Shortly after departure, it is necessary to kill him. With fake orders, you brief your crew that their mission is to test American submarine detection abilities in United States territorial waters. Unknown to your crew, however, the entire Soviet fleet is out to stop or destroy you. To cover up, you brief them that this is also a test of Soviet submarine detection capabilities. Hence, they must also evade their own forces.

TITLE:	The Hunt for Red October
SYSTEMS:	Amiga, Atari ST, C-64, IBM (IBM requires CGA)
# PLAYERS:	Solitaire
PRICE:	$39.95
DESIGNERS:	Oxford Digital Enterprises
PUBLISHER:	Datasoft Chatsworth, CA
REVIEWED ON:	Atari ST

This is the game based on Tom Clancy's best selling novel, *The Hunt for Red October*. The game certainly does justice to the book and is an interesting submarine simulation. The game actually begins with the Red October heading out of the Reykjanes Ridge. Soviet surface ships, both Soviet and U.S. attack submarines, and U.S. captor mines block the only way out of the "ridge." Captor mines, of course, do not recognize either friend or foe and will pursue you relentlessly. The challenge is to get through the pass and into the main body of the Atlantic Ocean in order to head for U.S. waters.

Detection

To complicate matters even more, a fake radiation leak causing nuclear reactor shutdown will happen later in the game. This will effectively cut your maximum speed in half, but the fake leak will actually allow U.S. forces to rescue you and your crew and help to fake the scuttling of Red October. Why must the scuttling of Red October be faked? If you simply sailed into a U.S. harbor, the Soviets could reclaim the submarine under international maritime law. Therefore, it is critical for the Red October to be in U.S. waters by the time the reactor goes down.

This is not a standard attack and destroy submarine simulation. The primary goal is to evade Soviet forces. Attacking is a last resort. The submarine is equipped with offensive weapons such as homing torpedoes, nuclear missiles (unavailable for this simulation), and Flack (a noisemaker to distract enemy torpedoes and missiles). Modern subs do not have to point the bow toward the target as in World War II. Instead, modern torpedoes will seek the target once it is locked into the guidance system. A torpedo will run until it reaches its maximum range and detonates or manages to hit the target.

Modern torpedoes will not arm their warheads until they are 1,000 meters away from the firing sub because detonation in too close a proximity could damage the firing sub. This can work to your advantage if an enemy sub fires on you inside this range. This means you can turn toward the torpedo and let it strike without incurring damage. Outrunning a torpedo is also an option that sometimes works.

Execution

On the Amiga and Atari ST, the simulation is entirely mouse-controlled. Game windows on either side of the screen and a desktop window above the graphic screen indicate the gamer's options. Below the graphic screen, there is a message window where the crew acknowledges orders and intercepted communications appear. On the right side of the graphic depiction, icons for Sonar, Engines, Weapons, Scope, and Maps appear. Naturally, each of these screens open a menu for five additional screens. The "Engines" menu allows the player to select from one of four different types of propulsion (nuclear, diesel, caterpillar, and propeller). "Sonar" options include toggling between active or passive sonar or using Hydrophonics to display the sound signature of other ships in order to identify them. The "Weapons" display allows the player to select which torpedo tube to fire, order a torpedo to fire, or lay flack (the noisemaker). The "Scope" menu allows for selecting horizon view, attack view, night vision, and ESM (Electronic Surveillance Manual).

Most submarine simulations require players to use the scope to sight a target and fire torpedoes.

This simulation allows players to fire manually at a target without having to use the scope. This is important, since use of the scope makes it easier for the enemy to sight you visually or on radar. Visually, because the torpedo leaves a trail through the water. Naturally, use of ESM or firing a torpedo also gives away your position. One trick which seems to work in both reality and the simulation is to fire a torpedo and then, perform a radical heading change. When this occurs, the enemy will usually rush toward where the torpedo was fired from.

Graphics utilized in the simulation enhance play, but do not press the edge of the envelope on the 16-bit machines. Nevertheless, the graphics are usually clear enough for players to recognize the ships by cross-referencing the ship recognition chart packaged with the disk. The only possible complaint is that the scope picture is grainy. This aside, when a torpedo strikes a ship, the smoke billows in the wind and blows in the proper direction according to the wind indicator. Mines, ships, and submarines appear on sonar as symbols and letters. They track across the screen as Red October's heading and their own headings change.

Sound also enhances play. It seems authentic down to the engine's hum and the "ping ping" of sonar. It can also unnerve the player as the homing ping of a captor mine or homing torpedo closes in on his sub.

Imperfections

Several complaints must be noted. First, no matter how many torpedoes successfully strike an enemy ship, it will not sink. This reviewer placed three torpedoes into one ship and it simply smoked. Second, the program is sometimes slow to recognize mouse commands. In the heat of battle, with five ships firing at and tracking the reviewer's sub, mouse commands would sometimes have to be repeated up to three times before the program would acknowledge it. This caused the demise of Red October in several play sessions. Fortunately, it is possible to save the game. Finally, the game purports to have a "Hint" option. Yet, when one clicks on it, no matter what is going on or how far one is into the simulation, it gives the same hint about sonar. This is really irritating because this particular hint is already in the manual, so it serves no useful purpose

Information

Speaking of the manual, this writer found it extremely useful. It does a good job of describing everything one needs in order to play the game. It also includes a strategy and tactics section. In addition, background information from the book helps the player to establish the setting for the simulation. This reviewer was most impressed with the manual's section on submarine tactics and weaponry for modern submarines which gave a fairly good idea of Soviet tactics and American procedures.

After reaching the endgame victoriously, this writer was somewhat disappointed in the ending. It is not my intent to spoil it for our readers, but it sure could have used a little more fanfare. Nevertheless, for those who are playing the game, allow the reviewer to present a few hints.

First, torpedo the Soviet trawler at the beginning of the simulation. If you do not, it will very quickly give away your position to the Soviet fleet.

Second, never hesitate to save. It is important to save the game every time one gets through a major obstacle.

Third, (as mentioned earlier) immediately change heading after launching a torpedo. Once a torpedo is fired, your position is compromised.

Fourth, If an attack submarine fires a torpedo at you, fire two torpedoes in his direction using manual control. Then, go to propeller at full speed since he already knows where you are. Lay a noisemaker to distract his torpedo and head away from his torpedo with the noisemaker towed behind you. This will work unless you are surrounded by captor mines.

Fifth, if a surface ship fires a homing missile, the tactic just described will work.

Sixth, you need to use active sonar every few minutes or so or you will be surprised by a captor mine, enemy sub, or surface ship.

Seventh, if you activate a captor mine, lay flack and turn away from the mine. Then, go to full speed using the propeller. Then, if the mine explodes against the flack, you can go to the caterpillar drive in order to avoid detection.

Eighth and finally, when you hit the line of Soviet ships blocking the pass, use the caterpillar drive to attempt to sneak through by constantly changing

(Continued on page 18)

SHIP RECOGNITION CHART



CLASS: KIEV (USSR)
CATEGORY: AIRCRAFT CARRIER
DISPLACEMENT: 37,000 tons
SPEED: 32 knots
ARMOURMENTS:
32 Aircraft
4 x Twin SS-N-12 SSM / 2 x Twin SA-N-3 SAM
2 x Twin SA-N-4 SAM / 4 x 76mm Guns
8 x 30mm Gatling Guns
1 x Twin SUW-N-1 ASM
2 x 12 barrelled RBU 6000 Launchers
10 x 21" Torpedo Tubes



CLASS: ARK ROYAL (UK)
CATEGORY: AIRCRAFT CARRIER
DISPLACEMENT: 19,500 tons
SPEED: 28 knots
ARMOURMENTS:
Sea Dart Ship to Ship Missiles
Sea Eagle (for use with Sea Harriers)
3 x 20mm Phalanx



CLASS: SPRUANCE (USA)
CATEGORY: DESTROYER
DISPLACEMENT: 7,800 tons
SPEED: 33 knots
ARMOURMENTS:
8 x Harpoon SSM
Tomahawk ABL'S
1 x Sea Sparrow SAM
2 x 5"/54 Guns
2 x 20mm/ Mk 16 CIWS Phalanx
1 x ASROC 8 Tube Launcher
2 x Triple Torpedo Tubes (Mk 32)

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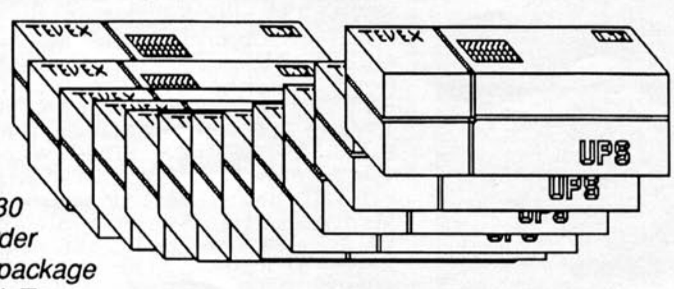
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The Hunt For Red October

(Continued from page 15)

heading. If you are sighted, target a ship by scope and fire a torpedo. If you have time, target and fire on another ship. Then, dive and change direction. Go to full propeller drive and lay flack. Then, suddenly switch to caterpillar drive and change heading radically! This will generally confuse the ships and allow you to sneak past. Watch out for attack submarines, however.

Indoctrination

Overall, this is an excellent submarine conflict simulation. No two games will be alike because the Soviets change strategy and tactics in each game. It is a worthy addition to any wargamer's library. If you like naval simulations, especially sub simulations, this game should give you many hours of enjoyment. Even after you successfully defect, you will come back to play again and again. At least, that is how it has been for this reviewer.

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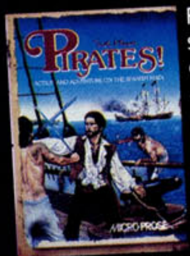
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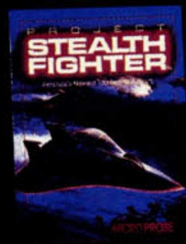
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Old Prophecies Never Lie . . .

E.A.'s "Bard's Tale III", Thief of Fate

Reviewed by Scorpia

[Ed. Note: Hints are scattered throughout this review. Let the reader be warned.]



Skara Brae lies in ruins. A once-prosperous city, it is now only a collection of abandoned, half-destroyed buildings, housing creatures of evil. The inhabi-tants have all long fled or been struck down, the surviving remnants existing precariously in a small refugee camp a short distance outside in the wilderness. Tarjan, the Mad God, is on the loose, preparing to destroy worlds without number. Only the heroes of the prophecy can stop him . . .

TITLE:	Bard's Tale III: The Thief of Fate
SYSTEMS:	Apple II
# PLAYERS:	Solitaire
PRICE:	$49.95
DESIGNERS:	Interplay Productions
PUBLISHER:	Electronic Arts San Mateo, CA

Bard's Tale III, The Thief of Fate, is the closing chapter of the Bard's trilogy (as Interplay and Electronic Arts have parted, it is not likely there will be any more in the series). This time around, you're out to stop Tarjan (you may remember him from Bard's I) from unleashing a reign of terror and destruction across all of space and time. You will, as usual, have to traverse a number of dungeons, and acquire a variety of special items, before your quest is complete.

Something Old

As before, you can transfer in characters from Wizardry or Ultima, or from Bard's Tale I or II. If you don't happen to have any of those handy, or prefer to start from scratch, you can create a brand new party instead.

All the character classes from the previous game are there, as well as two new mage professions: Chronomancer and Geomancer. The Chronomancer is the one who casts the spells that transport you to the various dungeons. Without this person in the party, you won't get very far.

Geomancer is optional; you'll have to give up a fighter type to get this class, and it won't happen until you're well along in the game (there's only one place where a character can become one). Geomancers have some rather potent spells of their own, as well as a few nifty non-offensive ones, including a level-wide trap zap.

Aside from the Chronomancer, the one profession you absolutely must have is a thief (rogue). You cannot win the game without one. Whether you bring a party over, or create a new one, make certain that a rogue is a member of it. Not for the skills of undoing traps or picking locks, but for their abilities to hide in shadows (sneaking up on unsuspecting opponents) and make critical hits (backstabbing).

Bards are good to have along with you, too. They have some new songs, most of which they know at the start, and others which must be found (and purchased) in the Bard's Halls you'll come across in your travels. One of these songs is Sir Robin's tune. When played while walking around and exploring, it allows the party to run from any encounter, as long as combat has not started. In essence, with this song operative, you can pretty much pick and choose your combats.

Since Skara Brae has been destroyed, you begin in the refugee camp outside the city. The camp functions in much the same way as the old Adventurers Guild did in previous games. There is a tavern nearby, and further away a small shrine (where healing is available). Scattered around the countryside are various spots where the Chronomancer can cast the spells that will take the party to the various dungeons. All of these are shown on the map on the inner cover of the game folder.

This does not mean, however, that you should ignore Skara Brae. Two buildings yet remain intact: the Review Board and the Mad God's temple. In the Review Board you will find the sole surviving guild elder, who performs all the usual functions of providing advancement, spells, class changes, etc. He will also send you on quests to retrieve certain items of power from the dungeons.

The Mad God's temple is the starter dungeon, but even if your party is high in level, don't ignore it. Each time you successfully complete a dungeon, the Guild Elder will award every party member 600,000 experience points in addition to whatever points were picked up along the way.

The starter dungeon is a simple search-and-destroy mission; you go down into it to destroy Brilhasti ap Tarj. When that's been accomplished, the party is automatically

transported back to the front door of the Review Board in Skara Brae (this is the only time it will happen; you have to make your own way out of all the other dungeons).

The dungeons, sorry to say, have relatively nothing new in them: the same old spinners, traps, spell cancel areas, hit point drainers, spell point drainers (lots of those), and darkness spots await you. This is a bit strange, as the game now has auto-mapping, which reduces a lot of these to nothing more than minor annoyances.

Something New

Anywhere in a dungeon, you can enter a "?", and get the map, which appears on the right-hand side of the screen. The dungeon appears as a large black square on a white background, which gradually fills in as you walk around the area. Thus you have some idea of how large the level is (they are not all the same size). In addition, hitting return while the map is up will display a series of dots showing where your party has been so far, making it easy to see if you've missed anything.

The major problem with auto-mapping is that the game does not save or remember maps from level to level. If you go from, say, a fully-mapped level one to level two, then return to level one, the map will be blank as the first time. This is also the case when you save in the dungeon: when you restore, the map will be blank.

Still, the auto-map feature makes the process of going through the dungeons much easier. Spinners are not much of a bother; you can always check the map to see which way you actually went. The same holds true for areas of darkness, as the map can be called up in those areas as well. Dungeons will thus present little problem in getting through Bard's III.

After you've killed Brilhasti, the guild elder starts sending you out to collect the items of power. This is a linear progression, where you go through one dungeon, complete it, then go on to the next. Some of the places you'll go to have an outdoors, others are the dungeons themselves.

A four-part wheel comes with the game; don't lose it or you'll never finish. This is the copy protection (the disks are not protected). Each time you are about to go to a new location away from Skara Brae, you must align certain words on the wheel (chosen at random) to arrive at a code number you type in before the spell takes effect. Enter the wrong number, and you will go nowhere.

Arboria is the first stop. Make sure you go to the town and visit the King first; he has a little mission for you, too (another search-and-destroy mission). This dungeon is fairly simple to complete. After that, you will be able to enter the sacred grove in the center of town to get what you really came for. While in Arboria, it pays to buy the Gilles Gill spells for underwater breathing.

The next place is Gelidia, and a very cold place it is. After only a few moves in the outdoors, your party will begin to suffer exposure and lose hit points, so don't dawdle out there. Aside from the Ice Keep, there is only a small hut in the wilderness, so don't waste time looking for more when you've found these two areas. Try to reach the hut first, as it contains some important information.

Inside the Ice Keep you'll find a slab on the floor, which can be opened only with three lenses. These lenses are in the three towers, the entrances to which are blocked by powerful magic wards which must be dispelled. The diary in the hut gives a hint on how this is to be done, and the inscriptions on the walls next to the wards are also hints, albeit obscure ones. Keep the manual handy for spell perusal here.

When you've returned from Gelidia and dropped off the items, your next destination is Lucencia. Here you will find the first of the Bard's Halls. In this, and others, make sure you listen to all the songs, as they contain valuable clues. There is also a mages guild in town which functions like the Review Board in Skara Brae, and where you can also buy the DIVA spell (a handy one to have).



In Lucencia there are three dungeons to penetrate. The first is the Violet Mountain, where the dragon resides. You'll find it necessary to go in there and kill the beast. After that, Cyanis' Tower must be completed before you can go through Alliria's Tomb (where the goodies are). This is fairly simple. Be advised that it is not necessary to kill Cyanis; remember that the man is, after all, insane.

Alliria's Tomb is also a snap, provided you've listened to the songs at the Bard's Hall, and brought something away with you from the dragon's lair, as well as some things you've collected from the outdoors.

Then it's off to Kinestia, home of the Dwarves and killer machines (yes, machines). Kinestia is only a dungeon. There is no town or outdoors. This is also the place where (when you find the right location) you can create a Geomancer.



Explore the first level thoroughly. Mapping will be something of a pain here, as there are tunnels around that lead to other parts of the level, which are considered new (and thus you will lose maps as you shuttle back and forth). What you want are two keys, plus the instructions on how many times to turn each one in the lock. This will open the door in the floor of the workshop, to take you down into the dungeon proper. This dungeon is several levels deep, and there is one point where the Gill spell will come in handy (aren't you glad you bought it?). When you get to the final level (one large building dominates it), remember that killing isn't always the only answer.

Then it's back to the great outdoors in Tenebrosia, home of illusions and other strange things. This is also the place to buy the Nuke spell (just from its name, you know it's powerful, and as it usually does 2200-2400 points of damage, there is no doubt at all). Don't forget to stop in at the Bard's Hall, too.

(Continued on page 52)

This month, Wasteland takes center stage as adventuredom's four star rated innkeeper weaves her regular tale of mystery and suspense.

Summer is sneaking up on us (the year does seem to be moving along, doesn't it?); time for those long, lazy days of computer gaming under the air conditioning. It gets pretty hot in the summertime (except, perhaps, around here), and where you're going, it's hotter yet . . . in fact, you might even say it's radioactive.

Wasteland was reviewed in the last issue of CGW (May '88), so what we have here are tips to help you make it (more-or-less) safely through the dangers of post-nuclear catastrophe.

The manual is quite vague about your assignment, simply saying that your team of Desert Rangers is being sent out to investigate disturbances in the desert. That could be almost anything, so it's best to be prepared for everything, including mutants, monsters, unfriendly people, voracious animals, death machines, and other things too horrible to contemplate (like radiation poisoning and sewer rot).

You can start with the team of four that comes with the game, or create your own characters. I made my own, but other people have finished with the originals, so do whichever pleases you. Either way, make sure as you go up in rank (which substitutes for level) to add a point now and then to Intelligence.



Skillful Recruiting

What you're aiming for is to get everyone (including the NPC's in the party) up to an IQ of 23. There are some skills out there that the manual doesn't tell you about, and one or two of them are extremely important as you reach the latter half of the game. These skills do not show up in libraries unless the character actually has the necessary IQ.

One problem with the listed skills is that some are not necessary at all, while others are useful only at one specific place (as far as I can tell). Metallurgy, for example, is pretty much a waste. I found only one spot where it does anything (geology would have made more sense in that instance), and not very much even then.

The skills you absolutely want everyone to have are: clip pistol, submachine gun, rifle, assault rifle, anti-tank weapons, energy weapons, climbing, and swimming. Skills that two or three in the group should have are perception, demolition, medic (very important), and picklock. Beyond that, it's up to you what skills to take, although I never found a use for things like bureaucracy, sleight of hand, forgery, and gambling.

There is one point in the game where swimming is extremely important, and this is based not only on your swimming skill, but also to some degree on the character's strength and agility. Make sure that these attributes are not too low for each person in the party.

Many skills will go up over time as you use them, so it's generally not necessary to start out with more than the minimum ability in any particular skill, although you might want to put some extra points into Medic.

Open Hostility

Once you have your initial party set up, it's off to the great outdoors of the partly-irradiated deserts of Arizona and Nevada. Fortunately, you won't need to do any mapping; the outdoors is actually quite a small place, in spite of the distances you cover. The towns and such are also small, and no mapping is really needed there, either.

You can pretty much expect that anything you run across in the outdoors is hostile, ready to rip you to shreds or blow your guts out, so don't hesitate to shoot first and ask questions later. You won't get any treasures from these encounters, but the person who gets in the killing hit will receive some experience points.

Indoors (towns and the like) are a bit different. Most of the inhabitants will be hostile, but not all of them. Several will give you information. Some can even be added to your party (good ones to have are Ace, Christina, Covenant, and Metal Maniac; since you can only add three, you'll have to make a choice somewhere along the line).

You also need to be on the alert for clues contained in diaries, scraps of paper, scrawlings on walls, etc., so it pays to go over an area thoroughly. Most of the buildings in the towns are abandoned, however, so you needn't go over them with a fine-tooth comb. A few steps inside is usually all it takes to tell you whether or not the place is worth exploring.

Your first stop is likely to be Highpool, followed by the Agricultural Center (while you can go to the towns in any order, they become progressively more difficult, so on your first tour it's best to do em in order). Highpool doesn't have too much of interest, but it's a good place to get some practice with the game, being relatively safe to walk around in. The Ag Center is another matter, and you probably won't want to spend much time there until you have some good weapons and armor.

Mayor Problem

So it's off to Quartz. Plenty of encounters here, and many opportunities to pick up some good stuff. Rescuing the mayor and his wife should be high on

your list of things to do, although not the first thing, as there are a number of clues and hints to pick up on first. By the way, don't bother about the broken jeep outside town. While it can be fixed by Ace, you'll only have it for a short while, and driving is automatic (only takes you to certain places, whether you want to go there or not).

There are at least two ways into the building where the Mayor is held, plus at least three ways of getting to his actual location, so the rescue itself, when you're ready, should not be much of a problem. With the mayor, his wife, and Ace in your merry band, as well as better weaponry and armor, you should be in pretty good shape to go back and clean out the Agricultural Center.

With that taken care of, a jaunt over to Needles is next. Inhabited by a lot of weirdos, including a variety of Jerks (yep, that's what they're called) and a mysterious cult, this is not the healthiest place in the world. You can be sure that most people are out to get you, so get them first. Somewhere in Needles you'll run across Christina; don't make the mistake of killing her (this is a good place to dump the mayor's wife).

Terror in the Temple

The major activity in Needles will be snooping around the Temple of Blood. Be careful here; much of the area surrounding the Temple is radioactive (from time to time you may see radiation cannisters on the ground nearby....DO NOT step on them, unless everyone is in rad suits), although the interior is fairly safe . . . from radiation, anyway.

There's a lower level to the Temple, which can be reached only by going across the giant chessboard pattern. This is essentially a matter of trial and error; no clues are available to help you find the safe path through it. Once you've made it across (and answered the question; you may want to map the path), be prepared for additional nastiness beyond and below. Bring lots of ammo with you.

Also bring LOTS of ammo (and rockets, like LAW rockets and RPG-7's) with you to Las Vegas, home of the death machines. They're all over the place, and are extremely unpleasant to meet. Burning full clips (assault rifle clips) is about the only way to handle them (although grenades often work well onlesser devices, like Chopters and such), but save your rockets for the really mean machines, like the Scorpitron (no relation to yours truly!), and the Mark I, II, and III tanks.

Before entering Las Vegas (I recommend coming in from the NE corner of the city the first time), you might want to dump the Mayor so you'll have room for Covenant. Remember to take back everything the Mayor has first, as Covenant will not come with any weapons or armor.

Of course there will also be the human element to deal with, but they are easy to dispose of, compared to the machines. Eventually you should make it to Faran Brygo (if the name sounds familiar, it is) and hear his little tale.

Sewer Thing

Soon after, you'll be taking a little pleasure trip through the city sewers. For this, make sure you bring even more than lots of ammo, plus as many rockets as you can get your hot little hands on: the sewers are a nasty place, infested by Cyborgs of all descriptions (none of them friendly). You'll also want rope and a pickax (the sewers, by the way, is where swimming skills are essential; be prepared for sewer rot).

The best way to fight the Cyborgs is the same as with death machines: using full clips and rockets. As before, some of the Cyborgs are easier to kill than others (Tazels, for instance, are real wimps, and the Cybertrikes are pretty easy, too), so don't waste precious rockets on them. Just spray 'em with hot lead and keep moving.



While there are a lot of random Cyborgs wandering around down below, some of them are fixed in one place. These are the ones that will give you loot after being defeated. Among the loot from various encounters you'll come across odd things like servomotors, rom boards, power converters, and the like. Make sure you take all of these items with you, as they are extremely important.

Now, you'll probably want to investigate the Sleeper Base, which does not appear until after you've successfully completed the sewers. It's a pretty safe place; aside from a couple of mechanical guards, there are no monsters or machines wandering around inside it.

There are some neat things in the place, including a couple of vaults that hold some very good stuff. One vault you won't be able to open right away (the one with the blue barrier inside it), so leave that alone for awhile. The other one, which contains the more mundane items, should not be much of a problem for you, and makes for a nice personal arsenal.

Devolution in Darwin

Around about now you may want to visit the town of Darwin (if you haven't come across it before). The one thing you have to keep in mind is that you should always approach Darwin from the north, as it is surrounded on the other three sides by radioactive cannisters (which are sometimes visible, and sometimes not).

Darwin itself isn't all that interesting a place (although the black market there sells a few rockets), but it will lead you to another area that is much more important where you can obtain what you need to open up the second vault at Sleeper Base. Just watch out for the Humungous Coyote (he's a mean one!).

(Continued on page 53)

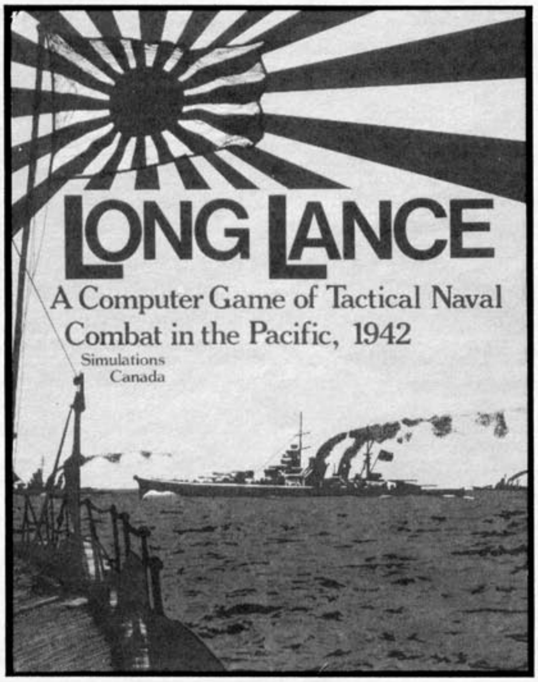


Catching The Tokyo Express

Tactical Naval Combat in the Pacific, 1942

by Johnny L. Wilson

13 November, 1942: The plan was simple enough. We would cruise by Cape Esperance; join the four task groups together at coordinates 27,27; cruise by Henderson Field; use naval bombardment to soften up the enemy; and make our escape. Appropriate range orders to avoid a set battle were given, but we hadn't counted on being intercepted in the middle of Iron Bottom Sound at 0152 hours. Our destroyer, Akatsuki, spotted the enemy first and identified them as destroyers and cruisers. They requested permission to open fire and since the sake was already scorched, I obliged them. . . . Admiral Wilson-san (Diary of a "Long Lance" Replay)



TITLE:	Long Lance
SYSTEMS:	Apple II, Atari ST, C-64/128 Apple version reviewed
# PLAYERS:	1-2
PRICE:	$60.00
DESIGNER:	W. J. Nichols
PUBLISHER:	Simulations Canada Bridgewater, Nova Scotia, CANADA

Long Lance is a design from Simulations Canada where fog of war really makes sense, functions well, and is fun to play. Admittedly, when this reviewer first booted the game, watched the (at least, on the Apple II) interminably long screen with the quotation from Captain Toshikazu Ohmae, plotted the basic moves and doctrines, and sat back to wait for things to happen, the first thought to venture along was, "A person will need a good book to read while waiting for action." No more incorrect first impression could have been tendered. This game should keep players on the edge of their seats from first contact until breaking off action. As in some tactical miniatures rules as well as computer models, there is some elapsed time prior to contact, but the battles are worth the wait. Of course, players can never be sure under this system whether or not more ships await them during the next simulated minute or so. Simple in design, this game is intense in execution.

The intensity of this game has little to do with the graphics presentation, however. Most of the time, what the player sees is a series of dots along the left margin of the screen, occasionally interrupted by a line which prints the simulated time. When contact is reported, the message is identified as coming from a particular ship by being displayed in inverse lettering. Then, the message is typed across the screen. Also, at this point, a simple (yet, very effective) sound effect is used. The message types across the screen with an accompanying sound that sounds like it is being transmitted by Teletype. When ships fire, the message that they have done so appears in inverse form. Also, when ships are hit, that fact appears in inverse form. When capital ships bombard a land objective, however, the bombardment pattern is shown in shells landing with a * to show each hit.

In addition, the intensity of this game has little to do with the quality of the playing aids. The manual has poor production quality, the colored pencil does not erase well from the coated map and the box is the same as Simulations Canada used to package the cardboard playing pieces in. What, then, makes this a game that makes players want to play it over and over?

First, it makes for intense competition. The "fog of war" makes even a mediocre computer opponent into a challenging foe. Since the naval actions simulated in Long Lance are night actions in the Pacific Theater of World War II, the lack of graphic representations of ships is not only excusable, but adds to the play value. This reviewer should know, after nearly sinking my own destroyer toward the end of one scenario.

Second, it is an intriguing experience because, as force commander, the player is involved in making realistic command decisions rather than exercising fire control on every ship in the fleet. From mission planning to laying out tactical doctrine, the decisions to be made are those which are consistent with the position. Part of the anticipation of each few simulated minutes is watching to see whether one's ships will actually come through or not.

Third, it is stimulating to play a game with scenarios which have well-defined objectives which involve more than simply reaching a certain coordinate on the map. In Long Lance, the three missions which involve bombarding Henderson Field will force players to remain in one area, actively bombarding a target, for almost a full hour. In other missions, one side or the other must successfully complete a landing. This involves simulating the 30 minutes to an hour to unload in order for the mission to be successful. Here is a game that involves considerably more than simply destroying the enemy in combat. Of course, if one could completely destroy the enemy, the mission objective would be that much easier to accomplish.

Mission Planning and Battle Doctrine

After alerting our fleet, we allowed them to fire according to the established tactical doctrine. Our

combined big guns and torpedoes sent two American destroyers to add to the iron at the bottom of the sound by 0156. Both of our capital ships had been hit, at least, once. Therefore, we attempted to move on toward our primary objective in a moving firefight. . . Admiral Wilson-san.

Mission Planning is relatively simple. It involves the selection of ships, assignment of those ships into groups, and plotting out the intended movement for the course of the battle (subject to change, of course). The game allows the player to determine guidelines for opening and closing ranges, establish the rules of engagement, and offer tactical guidance.

It can be useful to modify the default instructions with regard to range, especially in bombardment missions. The default instructions are to close range on unknown or enemy vessels, unless one is outnumbered. In a bombardment mission or Tokyo Express scenario, however, the object is to get to the target, shell said target or unload troops, and withdraw. Little is to be accomplished by becoming engaged with an enemy fleet. Therefore, it seems more useful to order that range be opened in most cases in order to reach the target more swiftly. Of course, it is possible for this strategy to backfire if enough enemy ships converge on your force in the bombardment zone that you have to "Cease Bombardment" and chase the Allied ships away. The program does not allow players to recommence bombardment once this has taken place.

Where the player has a destroyer screen, however, there is certainly much to be gained by closing on unknown contacts and launching torpedoes should the contacts prove to be hostile. This reviewer would suggest that not all task groups follow the same battle plan, but that the doctrine be adjusted to meet the tactical needs of the overall mission objective.

Establishing the rules of engagement is integral to this game (as presumably under authentic battle conditions). These rules determine whether a ship will hold or open fire on enemy or unknown ships. They may also indicate the preferred weaponry of a given ship. If a commander of more than one task group in an area is willing to risk firing upon unknown targets, he must be ready to shoulder the blame if some of those targets turn out to be his ships. Finally, the player is allowed to modify the tactical guidance his ships will use for gunnery range,torpedo range (and minimum approach distance), and standard ship speeds. The game will most often be won or lost on the basis of these three areas of planning: range rules, rules of engagement, and tactical guidance.

Permission to Open Fire

By 0202, an American light cruiser was in flames, but two larger cruisers had come to the flaming ship's aid by appearing with guns blazing. Things were looking simple for our side with the Juneau and two destroyers sinking, but within that same minute the Hiei and Kirishima were hit. The Kirishima was struck by two torpedoes, yet somehow managed to stay afloat and continue the battle. By 0210, the two American cruisers were ablaze and making tempting targets, but our capital ships continued to be peppered with shots from the Yankee fleet. Requests came to turn the searchlights on, but we could not grant permission. The flames made the Allied ships easy targets. All the searchlights would do is make our ships easier to hit. Our valiant patriots sunk the Atlanta prior to breaking off contact with all but the Helena at 0230. By 0242, we had shaken off the enemy force completely. On to the task at hand. At 0254, we began the bombardment of Henderson Field. . . . Admiral Wilson-san

The actual battle is fought by means of a series of menus. The main menu offers the commander the opportunity to: review contact reports; check damage control on the flagship; order changes in the flagship's course; direct fire control for the flagship; send messages to single ships, groups, or the entire force; save or end the game; and/or continue the game. The contact reports identify the range, approximate vessel type, and status of any ships in contact with the player's force.

As mentioned before, design constraints with regard to command perspective keep the player from directing fire control for ships other than the flagship. He is limited to ordering them to "Commence Fire," "Launch Torpedoes," "Hold Your Fire," "Commence/Desist Bombardment," or "Disengage and Withdraw." In addition, he can radio individual ships, task groups, or all ships to report their situation(s) or follow navigational commands.

Fleet Considerations

If the player grows tired of the historical scenarios, even with the option of free set-up (as opposed to historical) for one or both sides, the game comes with a provision to create unique scenarios. Unfortunately, these new scenarios must be played using the Iron Bottom Sound map. There is no facility for editing the map in the scenario builder.

At 0502, as the sun rose we were still in range of any surviving bombers at Henderson Field. We scanned the horizon for any glimpse of the dreaded Yankee planes. When none appeared, we knew that one hour of bombardment from two battleships had been enough to destroy their air superiority. We watched the sun rise as though it signified the Empire's ultimate victory. . . . Admiral Wilson-san

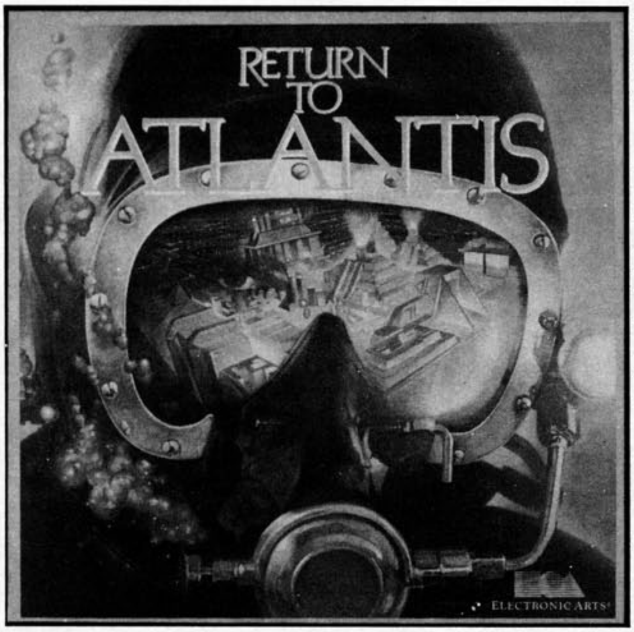
Although a $60.00 price tag usually brings with it plenty of graphic and audio chrome to go with the gameplay, Long Lance delivers exciting and challenging games without the graphics or sophisticated sound. Some readers may complain that Long Lance is a "throwback" to the days of Chris Crawford's Tanktics. This is not necessarily bad. Some of us liked Tanktics. So, for those readers who want a challenging wargame with an emphasis on command that effectively gives you a sense of expectation in waiting for combat results, Long Lance is worth the price.

Taking A Dive

EA's "Return to Atlantis"

by Douglas Seacat

To most Amiga owners, *Return to Atlantis* should sound familiar. The game has been promised for almost as long as the days of *Marble Madness, Arcticfox*, and the advent of the Amiga itself. Despite this fact, it has only recently been released to the general public. Was it worth the wait? You decide.



Return to Atlantis is an odd blend of computer role-playing and action treasure hunt. Taking place in various aquatic areas of the world, your character must perform a series of progressively more difficult missions to protect the ocean. Throughout the game, your character will (hopefully) grow in experience and develop essential characteristics for further missions.

TITLE:	Return to Atlantis
SYSTEM:	Amiga
# PLAYERS:	Solitaire
PRICE:	$49.95
DESIGNERS:	Mike Wallace
PUBLISHER:	Electronic Arts San Mateo, CA

Recruited by "The Foundation"

When the game begins, the player defines a protagonist by means of several attributes: Psychology, Athletics, Telepathy, Awareness, Programming, Weapons, and Health. This character will represent the earth's finest graduate from the "The Foundation's Academy" and, of course, the player's character. Since these attributes are well-balanced in importance, it is difficult to single out any individual trait as most vital, but two general rules should be used. First of all, since Psychology is the easiest attribute to raise (simply by talking to characters), it needn't be very high in the beginning. The other values should be fairly even, with a slight emphasis on Awareness, Athletics, and Weapons. Health always starts at 100%.

Once your player character has been defined, the actual missions may commence. Following a very linear path, each mission must be completed satisfactorily and in succession in order to advance to the next. Each mission (there are 14 in all) begins with a briefing and a quick consultation of the manual for details.

From there, a quick chat with your "informants" is in order. These characters all seem to hang out at a certain bar and know many clues to help you on your missions. This is one of the more inane aspects of the game for two reasons. First, conversation is very limited. Basically, you can speak to the informants using the commands: Plead, Threaten, or Bribe. Since "Threaten"ing rarely works and only a couple of the characters accept "Bribe"s, this phase of the game is usually reduced to a repetition of the "Plead" key and waiting for the speech-synthesis to finish its job. The other problem is that any time spent talking to the informants is added onto your total time. In a crucial mission with quick deadlines, this can be quite frustrating. Despite this, it is necessary to talk to these people since the clues they provide cannot always be found elsewhere.

After questioning the informants, you will be sent out into the world to complete your mission. This is the main area of the game, where most of the time will be spent. Any role-playing aspects of the previous sections should be forgotten at this point, since this part of the game is primarily graphic action and strategy. On the ocean, time will be divided between return trips to the *Viceroy* (your combination headquarters and airboat) and the dives themselves.

Audience with the "Viceroy"

Headquarters is fairly straightforward, being a cutaway view of a futuristic ship. By walking into the various sections of the ship, different options can be activated. There is a computer which allows scanning of the ocean's floor (once again, with a time penalty), a medical section where the character can swap experience points for health points, a storage locker where one can supply for the dive, and the dive itself. This area of the game, while supposedly an integral part of completing the mission, is rarely so. The computer and storage areas should be used at the start of any mission, but return trips almost always should involve only the utilization of the medical facilities, getting oxygen, and returning to the deep.

Once in the water, the game picks up a bit and a wealth of functions can be used to further the mission. This is the main action area of the game where the player must maneuver his/her character through a nicely presented 3-D underwater landscape. In most of the missions, the goal is to find some predetermined object and then teleport it up to the ship. To help in this treasure hunt, the player has the use of the onboard ship computer, a robotic assistant (RUF - Remote Underwater Friend), and scanners. The primary obstacles in the game are the ocean's currents (which are quite strong in several scenarios), crab-like enemy robot attackers (crabbots), and (most importantly) time. While the first mission doesn't have a time limit, most of the later ones do. Meeting those time

limits is one of the more difficult aspects of the game.

If all goes well, the mission will be completed successfully and the player will receive a nice message from home telling him how wonderful he did. In addition, his performance is evaluated and some of his attributes will be improved. If the player fought many crabbots, his weapon skills will improve. If he dealt well with the informants, his psychology will be raised, etc. Finally, the player will receive some experience points for doing a good job.

If, on the other hand, the player has not finished the mission, he will receive a reprimand from home, telling him the consequences of his failure. Since there is no such thing as a partial victory, it is usually not a good idea to save the game after a failed mission. There is never any improvement after a failure. In fact, it is usually the opposite, since health and experience points are likely to have gone down and the only reason to save would be if an important tool was found on the mission, which would be difficult to find again. At any rate, since the game is entirely linear, the mission must be tried again, and again, until it is successful.

Smooth Sailing

In general, the graphics and sound in the game are enjoyable. The speech synthesis is a little rusty, but the rest of the soundtrack is of good quality. The sound of diver hitting the water is particularly well-orchestrated, as were many of the other sound-effects. The graphics in the ocean, while simplistic, still gave one a good feel of the ocean environment. For example, objects which are a distance away are dim, uncertain, or even, hidden on the other side of high ridges on the ocean floor. Once one gets used to the perspective, though, the 3-D environment works quite well.

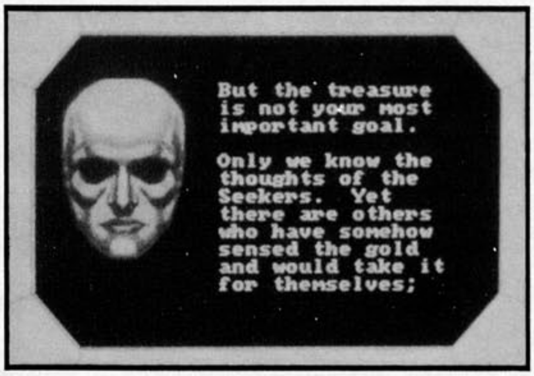
Further, the attempt to include a strong storyline in the game is admirable. While the missions were too linear for the tastes of this reviewer, that very linearity did allow all the missions to tie together nicely into the overall story. Each mission was not simply finished and forgotten, but had some bearing on the future ones. Tools collected in the earlier missions often became useful in the later ones. This is a technique that this writer would like to see utilized in other action/adventure games.

Design Depths

The most frustrating factor is that the mission endings are very inflexible. Either the mission is completed properly and advancement is given or complete failure occurs with no improvement to help the player do better on the next attempt. In some missions, this is understandable. The first mission, for example, is to retrieve a treasure chest. This is, pardon the pun, an open and shut case. However, in others, some flexibility would have been appreciated. In this sixth scenario, for example, one must rescue twelve survivors from a wreck in a very short period of time. This reviewer spent a harrowing half-hour on the first rescue attempt and actually managed to rescue eleven of them before the time limit was up. The twelfth was rescued in the next thirty seconds. Upon returning to the Viceroy, my character was informed that he had failed miserably in the mission, despite the fact that I had only missed the deadline by thirty seconds, and had all but succeeded before that. My character was left with no improvement in his stats, a lower health value than he started with, and even a lower experience level from operating the medical section during the mission. Naturally, this gave little incentive for saving the character or worse yet, continuing the mission.



This brings us to the next problem. The way the game handles health and the medical section is frustrating. Surely there could have been a better way of handling medical treatment than lowering experience points. It is questionable whether any game with RPG elements should ever take experience away once it is gained. Yet, in Return to Atlantis, it is almost impossible to survive without using the medical section and thus, losing vital experience points. This problem is aggravated by the fact that health is not regained in-between missions. Once health has been lowered, the only way to raise it is to lose experience.



Next, the interface is awkward. While allowing the use of either mouse or joystick was a step in the right direction, the controls are difficult to master and not very natural. Gameplay would have been smoother if different devices could be used for different functions. The mouse could have controlled the menu bar and weapon fire (aiming the weapon with the joystick is nearly impossible), while the joystick or keyboard could control movement. Such a system would have operated much more efficiently than the present one.

Debriefing

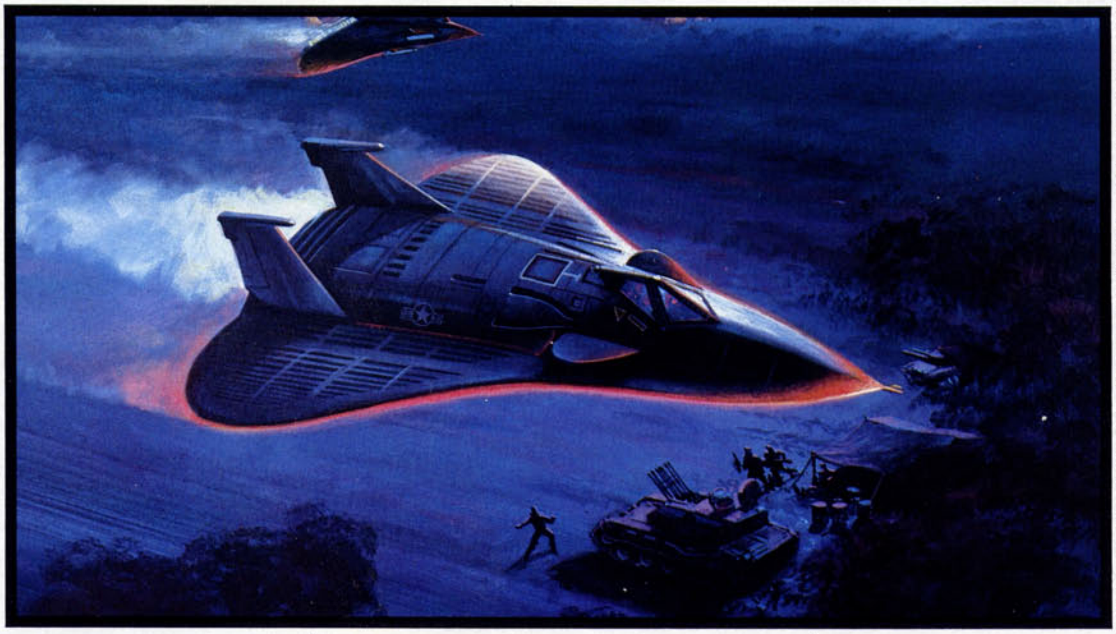
All in all, Return to Atlantis is a game which offers mixed signals. It does offer an original blend of role-playing elements and action, as well as having many interesting and well-presented features. At the same time, the overall product is something of a disappointment. Some of the problems would have been quite simple to fix and a flexible success measurement would have greatly improved the game's replay value. Surely after such a long wait, the game could have and should have been better.



Imagine yourself as a pilot in a top secret pilot training program. That is what our author, a Medal of Honor winner many times over in Gunship, has attempted to do in the following strategy article. The strategy notes are particularly applicable for Project Stealth Fighter *from Microprose, but those who prefer subLogic's* Stealth Mission *may also glean some insights.*

PILOT BRIEFING FOR "STEALTH FIGHTER"

by Brad Bombardiere



The pilots gathered here today are among the most elite in the world. Up until now, you have flown the best fighters that the United States has had to offer. Now, you have been assigned to the most unique and "top secret" aircraft in the world, the F-19 Stealth Fighter. Keep in mind that it does not have the range, power, or weapons capabilities that many of you are used to. What does make the F-19 so unique is the ability to fly into enemy territory virtually undetected. Its design gives it the ability to be virtually invisible to enemy radar.

Radar, as you should know by now, only sees what is known as RCS (Radar Cross Section). The image on the radar screen only shows the amount of reflected radar signal. The screen says nothing about the size of the aircraft. B-52s, for example, once carried GAM-72 Quails. These drones would reflect a signal 100 times larger than it actually was. These signals, in turn, would make the enemy believe that there were several B-52s in the air. The F-19, on the other hand, has very little reflective surface, making it difficult for the enemy to even find.

As F-19 pilots, your missions will consist of lone, deep penetration strikes and reconnaissance missions. This lecture should enable you to maximize the full potential of this aircraft. We will cover several topics: concentration on objectives, weapons selection, in-flight stealth, strike attacks, and air-to-air combat.

Concentration on Objectives

Awareness of one's objective is a major key to success in any mission. The pilot who carefully studies the area maps and finds out exactly what he is flying into stands a better chance of successfully reaching his objective than the lazy pilot. Alert pilots should read their flight manuals in order to know what each area has in the way of SAM batteries and fighter cover. These facts alone may play a major role in determining the best way to carry out a mission. If an area has a preponderance of high altitude SAMs deployed, a low level strike would obviously be in order. The converse, of course, would be true if an area were defended by low-level SAMs. Finally, pilots should remember that the only sure method for avoiding detection is to avoid radar sites altogether. When possible, pilots should plan a flight path that will minimize their exposure to enemy detection.

Weapons Selection

Selection of appropriate weapons is one of the most critical aspects of mission planning. The boys on the ground crew will attempt to give you what ordnance you need. In most cases, however, you will want to modify their recommendations. Most pilots find that the AGM-65D Maverick is their best friend. It eliminates almost all target threats. Beyond this, the Paveway and Rockeye II are laser-guided glide bombs. These will take out those that the Maverick doesn't.

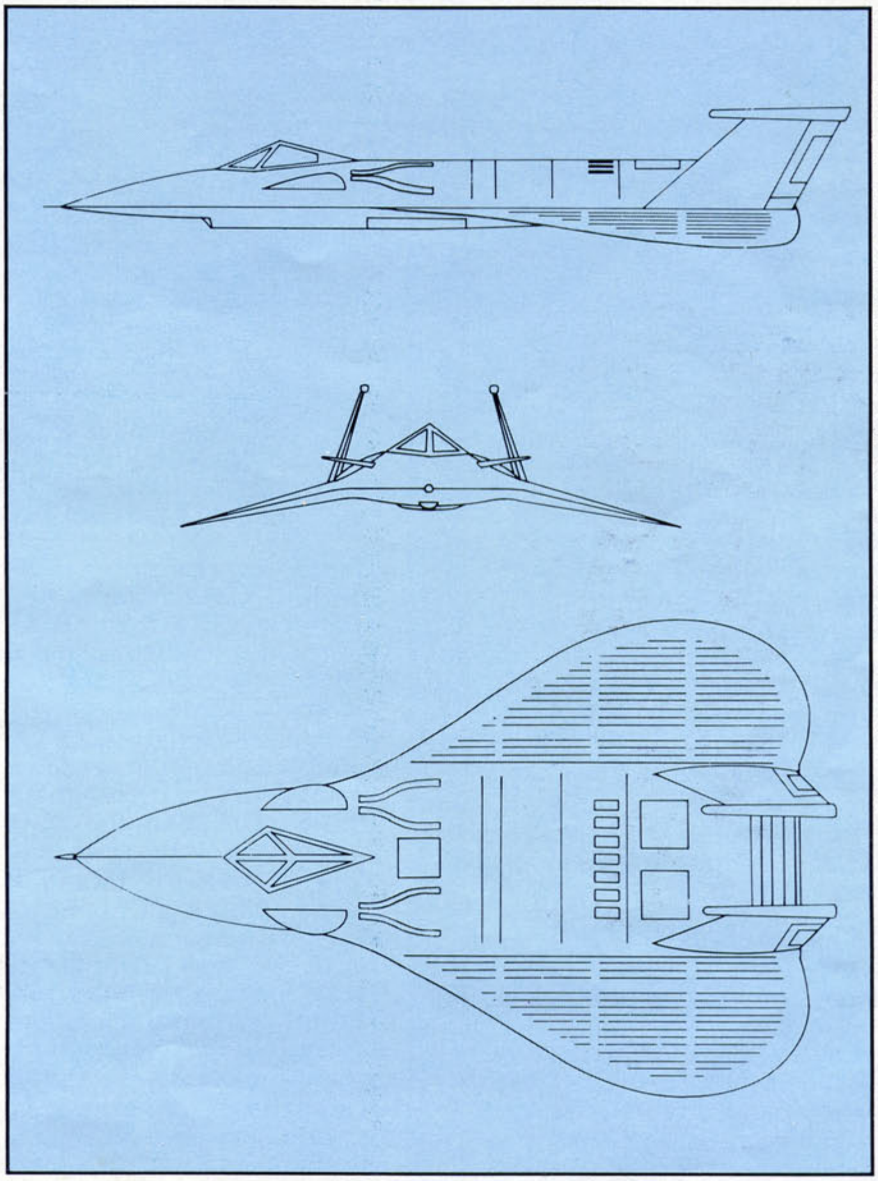
Special care should be taken to organize your weapons in the weapons bays. Your reaction time in the air can make or break you. We recommend that you designate bays 1 and 2 for air-to-air missiles; use bay 3 for anti-SAM weaponry, and designate bay 4 as your mission objective bay. In this way, whenever you line up on your main objective, you will know that bay 4 has whatever it will take to knock out that target. A well-grouped weapons bay allows a prepared pilot the opportunity to automatically select the correct weapon for a particular target without having to stop and think about it.

In-flight Stealth

Since stealth is the primary reason for

this particular aircraft's existence, success will be determined on how well you use this feature. A veteran pilot knows that he will accrue more kills through carefully planned attacks than by tail-burning dogfights. Remember, therefore, that without radar detection, the enemy has nothing to lock onto. To avoid detection, we suggest that pilots: maintain a minimum RCS profile; use air radar sparingly; and keep the weapons bays closed for minimum profile. Every exposed surface area reflects radar.

Beyond these simple rules, note that low air speeds reduce emissions for infrared tracking. Consider altitudes below 500 feet or above 32,000 feet as offering maximum stealth capacity. When you land, your aircraft recorder will rate your percentage of stealthiness. Use this as a reference to learn from (and improve upon).



Strike Missions

The F-19 is well-suited for deep penetration strike missions. Most of your objectives will be deep in enemy territory. Keep in mind the fact that if you challenge an enemy aircraft prior to reaching your objective, SAM batteries may already be on the alert. The first priority upon reaching one's objective and identifying each target is to take out the SAM radar. Once this has been accomplished, all the SAMs from that site become useless to the enemy. This will allow you to turn your attention to any enemy aircraft that may have been shadowing you.

Now, with the area cleared of major threats, it should be simple to take out the objective. Where possible, however, one should reserve a Maverick for the return trip in order to take out that pesky missile boat or SAM radar.

Reconnaissance missions can be handled in much the same way (Let's face it, though. You didn't buy this game to learn to take better pictures, usually I turn these missions down!). Even so, additional targets can be taken out by strafing them. Note that lowering flaps during a strafing run will slow your air speed and increase your gun accuracy. Nevertheless, whatever the mission, we recommend that pilots attempt a low level escape from the objective, making detection almost impossible.

Air-to-Air Combat

Air-to-air combat can be the most exhilarating part of any mission. You must use cunning and stealth to effectively eliminate the enemy. This means you should flash Migs with radar only when absolutely necessary. Where possible, position yourself for a classic tail shot. When you feel that you are within range, turn on the tracking radar. Achieve lock-on and fire. Pilots should return to minimum RCS immediately. Since tracking radar broadcasts one's position to the enemy, it should be used sparingly. AIM-9M "Sidewinders" are good for close-in dogfighting and offer the advantage of a faster lock-on, but AIM-120A "AMRAAMs" have more range.

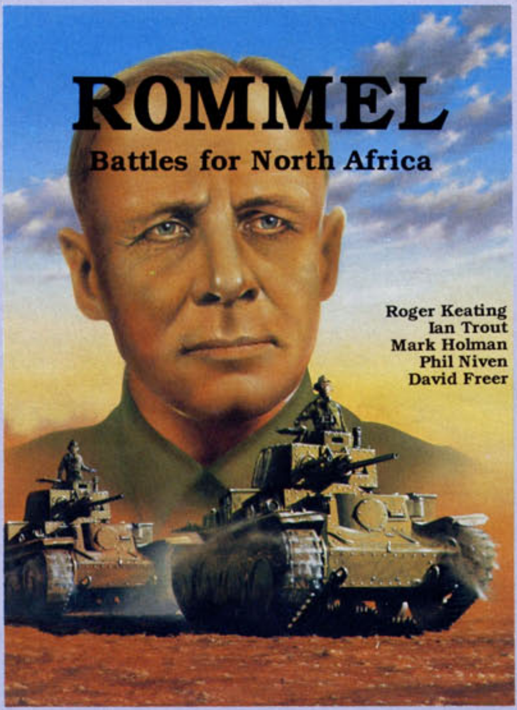
Remember, dogfights put Stealth pilots at a disadvantage due to fuel constraints and poorer maneuverability. Use stealth to your advantage, much like a submarine, and position for a better shot. If an aircraft is on your tail and you are in a stealth configuration, he may fire upon you. Wait before using ECM (electronic countermeasures). Ivan's tactics may only be a ploy to get you to "surface," so to speak. ECM reveals your position to ground radar and other aircraft. Wait until the enemy missile is within 6-12 miles of you before resorting to ECM. This is also true for enemy SAMs. They may lose track of you before you have to use ECM. When necessary, remember that you may fire your air-to-air missiles while inverted.

Summary

Never forget that the F-19 is an unconventional aircraft. It is more of a thinking man's fighter. You must use your cunning, as well as your flight skills. Performance points are awarded by returning safe and modified by how deep your mission was into enemy territory. Ditching top secret aircraft can be extremely costly. Ejecting over water is the least damaging, bailing out over friendly land costs moderate performance points, and abandoning the plane over enemy territory costs the most. Taking death before dishonor (i.e. augering into the ground) will cost you very little in points, but it does cost you your (simulated) life. So, fly fast and fire one up Ivan's tail for me!

Strategic Studies Group Presents

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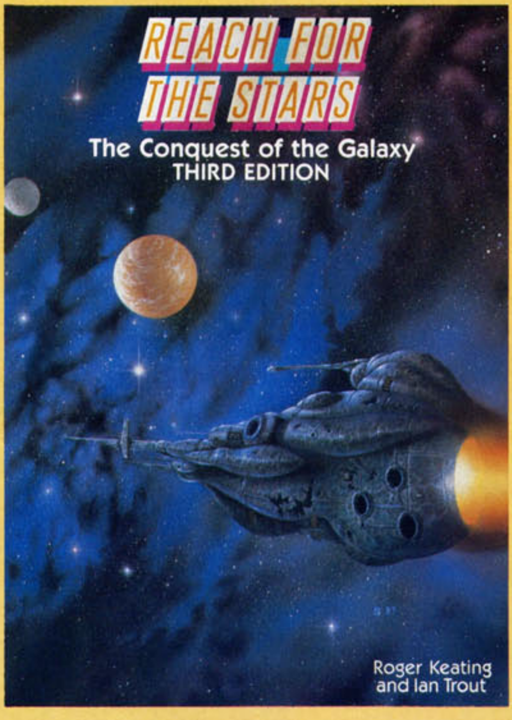
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Conquer Your Galaxy



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D. Ezra Sidran is the designer of **Firebird's Universal Military Simulator** *and the production coordinator and co-programmer of Britannica Software's* Designasaurus. *In this article, Ezra shares how to instill more awareness of military objectives in certain U.M.S. scenarios.*

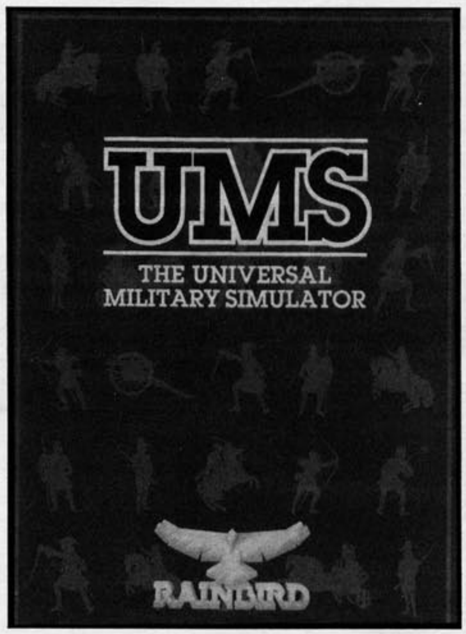
OBJECTIVE OVERRUN

Modifying "U.M.S." to Include Victory Point Areas

by D. Ezra Sidran

Dear gentle reader, let me offer some advice. If you happen to be working late in your office on the eve of some national holiday and the phone rings when you have even the slightest inkling that it might be Russell Sipe and/or Johnny Wilson of *Computer Gaming World*, do not answer the phone. After all, it could be Mssrs. Sipe and Wilson and they might have a great idea for modifying your new program (an idea that you agree with) and the next thing you know, you could be researching and writing all night instead of enjoying roast holiday beast.

Now, what Russell and Johnny had suggested was that *Universal Military Simulator* scenarios could be modified so that certain areas of the battlefield would be "Victory Point Areas," a technique such as Sid Meier and Ed Bever used in their excellent "Command Series" from Microprose. Though military theory since the middle of the last century has indicated that destruction of the enemy army should be a commander's first objective (remember Grant's orders, "I shall not give my attention so much to Richmond as to Lee's army, and I want



all commanders to feel that hostile armies, and not cities, are to be their objective points." *[Horace Porter,* Campaigning With Grant *(Blue and Grey Press), p. 37]*) the addition of Victory Point Areas can certainly even up a simulation and make a scenario more interesting.

There are two ways to add Victory Point Areas to UMS scenarios. When creating new armies and scenarios, use the built-in UMS utility routines to simply define a Wildcard unit as a Victory Point Area, give it a "strength" (value) of 5,000 or so and a firepower of 0.0. Then, use the "Create Scenario" function to place the Victory Point Area where desired, when placing the other army units. This method should be used when designing new battles.

If, however, you wish to modify one of the five existing scenarios that are included with UMS, there is an easier way. Use a word processor to make a few additions to the .ARM and .SIM files. As always, make a back-up copy of any files before editing in case you make a mistake.

Important: Victory Point Areas are basically non-functional units. To include a Victory Point Area for Napoleon at Hougomont, for example, means adding an extra unit to Wellington's army. The Victory Point Area wildcard should always be added to the opposing army, because its capture will cause the appropriate number of casualties (points) to be counted against the defending army. Though the Victory Points Areas will be displayed in an army's Order of Battle, no movement will be allowed.

Remember, gentle reader, do not answer the phone or Mssrs. Sipe and Wilson may cut-off your holiday retreat.

Gettysburg Modifications

Changes in MEADE.ARM file:
• Change the second line in the file from 30 to 34.

Insert the following lines between 11 and 0.0 (line number 251):

Peach Orchard
56 (only necessary on the ST)
VICTORY (or any other message you want on the flag)
0
2500 (2,500 Victory Points)
0.0
2
19
Round Tops
56
VICTORY
0
4000
0.0
2
19
High Water Mark
56
5000
0.0
2
19
Baltimore Pike
56
VICTORY
0
6000
0.0
2
19
and change the line Wildcard 1_(Undefined) to:
Victory Point Area.

Changes in GETTYSB.SIM file:
• The sixth line should be changed from 30 to 34.

The following lines should be added between the lines "4th Volunteer Artillery" and "LEE.ARM":

901
1
0
2500
Peach Orchard
990
1
0
4000
Round Tops
696
1
0
5000
High Water Mark
875
1
0
6000
Baltimore Pike

Notes:

This adds four Victory Point Areas: one, at the Peach Orchard; another, between Big and Little Round Tops; a third, at the High Water Mark the goal of Pickett's charge; and the fourth, far behind the Union lines at the Baltimore Pike.

Waterloo Modifications

Changes in WELLING.ARM file:
• Change the second line in the file from 41 to 43.

Insert the following lines between 3 and 0.0 at line number 338:

Hugoumont
56 (ST only)
VICTORY
0
2500
0.0
2
19
Brussels Road
56
VICTORY
0
8000
0.0
2
19
and change the line Wildcard 1_(Undefined) to:

Victory Point Area.

Changes in WATERLO.SIM file:

The sixth line should be changed from 41 to 43.

The following lines should be added between the lines "Merlen" and "NAPOLEO.ARM":

481
1
0
2500
Hugoumont
188
1
0
8000
Brussels Road

Notes:

This adds two Victory Point Areas: one is at the initial objective of Hugoumont and the other, at Brussels Road, would have completely cut-off any potential Allied retreat.



Don't Give Up The Ship!

A Boardgame Classic Meets The Computer

by Joe Sherfy

Wooden Ships and Iron Men (WSIM), the computer version of **Avalon Hill**'s popular board game, allows gamers to travel back in time and take command of one of those great old sailing ships of the late 18th and early 19th century without having to worry about getting seasick. It is a tactical game of fighting sail which is designed on a naval miniatures scale and allows gamers to design their own scenarios.



TITLE:	Wooden Ships & Iron Men
SYSTEM:	C-64
# PLAYERS:	1-2
PRICE:	$35.00
DESIGNERS:	S. Craig Taylor Jr. Jim Jacob
PUBLISHER:	The Avalon Hill Game Company Baltimore, MD

The game includes twenty-five different pre-designed scenarios. These range from engagements between single ships to battles between fleets of up to ten ships per side. Included in the package are all the favorites from the original boardgame (although some have been edited due to limited computer memory). These engagements include, in the main, American, British, and French vessels. Players can build their fleets from a "shipyard" assortment which runs from the smallest schooners and brigs to the mainstay of the fleet, the ship of the line.

Each ship is rated for key attributes which include: quality and number of seamen, firepower, hull strength, and rigging. During combat, results are measured in terms of "hits" in each of these areas. For example, a ship of the line with a hull rating of 20 can sustain 20 hits to its hull before sinking. As ships sustain damage, the effectiveness of the ship is proportionately reduced. Actions on a ship require crewmen to carry them out. Therefore, as a ship loses crewmen, it reduces the ship's firepower. Loss of rigging, of course, reduces the ship's movement capability.

The heart of WSIM is the play sequence. All actions in the game are assumed to occur simultaneously. At the start of each turn, the wind gauge is checked to determine if there is a change in the direction in which the wind is blowing. Next, each commander is given the opportunity to plot the movement of his ships. Each ship has a specified number of movement points to expend each turn. The number of movement points is affected by the size of the ship, the attitude in relation to the wind, the amount of sails that are set, and prior rigging losses.

Once the moves are plotted, the program executes the moves simultaneously. Usually, the movement phase is followed by the combat phase where each commander gets to cut loose with a broadside or two. Effectiveness of fire is dependent on a number of factors, including: number of guns being fired, range, quality of the crew, and type of ammunition used. After the broadsides are fired, each crew has the opportunity to reload and select the type of ammo (round shot, grapeshot, chain shot, or doubleshot). Each type of ammo, of course, affects the combat results differently.

During combat, commanders must determine the best tactics for destroying their opponents. Will you aim at his hull and sink him or at his rigging in an attempt to leave him dead in the water? The chosen tactic has an important impact on the ammunition to be used. Experienced "fighting sail" aficionados will already recognize that round shot is effective at long range, grapeshot is used to soften up an enemy at close range (usually prior to a boarding action), and chain shot is most effective in destroying an enemy ship's rigging (usually the French preference during the Napoleonic era).

In most scenarios, each side can only fire a few rounds from long range before the fleets close on one another. This is where the engagements get tricky. Ships that attempt to enter the same hex or are adjacent can attempt to grapple and take their opponent with a boarding action. If a commander is fortunate enough to capture an opponent's ship in this manner, he can transfer a new crew to the newly captured vessel and turn the ship against its original owner.

As a fan of the original boardgame, it was exciting to hear that the game was being converted for computer play. Many of the good qualities of the boardgame have been nicely translated into this version. In addition, the benefits of using a computer allow the gamer to dispense with a lot of the paper work required to play the boardgame. The computer saves the gamer the responsibility of keeping track of the damage each ship has sustained, which ships are subject to drifting or are eligible for repair. The gamer can also generate new scenarios, since there is a scenario generation sub-menu. Reportedly, the IBM version of the

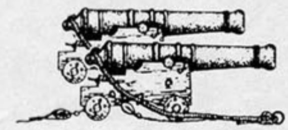
program will be expanded from the C-64 version reviewed here.

Unfortunately, there are some limitations. While the program allows for either two player or solitaire play, the computer opponent seems to be about as able a commander as Captain Peachfuzz from the old Bullwinkle shows. In the larger scenarios, the computer often gets its ships tangled up and allows the human player to bring his entire fleet to battle, while only a few of the enemy can fire back. One remedy for this is to switch to a two player game and help the opponent for a turn or two and then, switch back to a one player game once things have been sorted out.

Wooden Ships Should Be Recommended To Anyone Interested In The Age Of Fighting Sail.

Another problem is that the game is set up so that the computer can only control the "Player 2" forces. If the gamer wants the computer player to play the "Player 1" forces, the entire scenario must be recreated using the scenario generation routine so that the forces generally assigned to "Player 1" may now be assigned to "Player 2" and vice-versa.

Limitations on the computer memory also creates some limitations on available ships per engagement and ocean area available for the battle. The battlefield does not scroll as the action moves to the edges of the board. However, this does not seem to be a problem in most of the scenarios. Finally, the computer is not capable of fighting a battle in which there are land masses to contend with. While the scenario generation allows you to include islands and coastlines in the battle area, you will have to find a live opponent for these engagements.



All in all, the computer version of WSIM is not to be slighted, even with the limitations. It should be recommended to anyone interested in the age of fighting sail. More importantly, the computer version of WSIM should be convincing enough to indicate that other classic boardgames should be considered for conversion to the computer medium, especially those that took several evenings to play. Hopefully, future releases will include a better computer commander. This reviewer is really looking forward to an evening when it is possible to play a challenging game of Stalingrad or Borodino on the computer.

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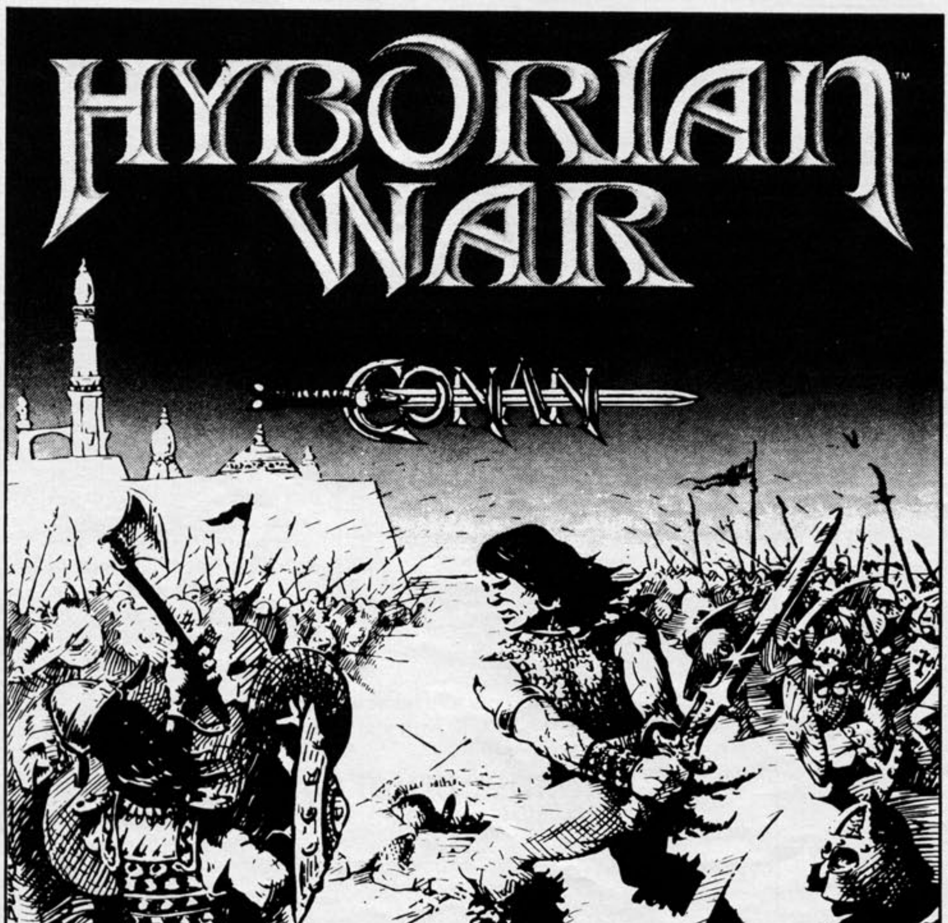
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Tales of Terrorism

"Twilight's Ransom": A Modern Adventure

by Dennis Owens

The glamor, the glitz, the bright lights—I bought it all. The Liberty City tourist propaganda—I believed it. A good job, a beautiful Salvadoran, her skin dusky and exciting—I had them. At least, I had them until . . . earlier tonight, Friday night, Sevenish. I was decked out with Alexander Hamiltons crowding my wallet, my face awash in my best cologne. I was excited, happy. That is, until I got to her place. Her front door was smashed, her place wrecked. Nothing was recognizable except for her purse, a shower curtain, and a small, cryptic note.



Then, the phone rang.

So begins this recent and topical graphic-text adventure. *Twilight's Ransom* is a game in which you have twelve hours to weave through the thugs and lowlifes of Liberty City in the after hours to determine who could have kidnapped your girl and why; discover where she might be; and decide how you can possibly save her.

TITLE:	Twilight's Ransom
SYSTEM:	IBM (CGA Required for Graphics)
# PLAYERS:	Solitaire
PRICE:	$34.95
DESIGNER:	John Antinori John Boyd, and Thomas Holmes
PUBLISHER:	Paragon Software Greensburg, PA

A Tradition of Adrenaline

If the ideas sound familiar—a solitary man on a race against time to discover the truth and a character having to search a city to find answers—it is only because they are. This adventure follows in the tradition of *Deadline*, *Suspect*, and *Amnesia* (to name three which deal with similar issues) and it performs reasonably well within the strictures of the genre. The game is neither as vast as Amnesia nor as claustrophobic as the **Infocom** games. It is, however, just as challenging. The puzzles are mystifying and the situation is frighteningly intense. In addition, the parser is reasonably strong.

The game also shares some of the weaknesses of the genre. Success often seems to lean more on your ability to manipulate game saves and to handle all of the objects than on your ability to deduce answers or remain calm under pressure. The game package does not include a map of the city, yet the game offers no valid reason in either the fiction or documentation for why you should have to spend so much time in exploring the place. Nevertheless, until you have accomplished this basic exploration, you will not even know where *your character* lives. Since there are sites your character must reach before they close, the game's very design almost guarantees that players will have to advance by a series of game saves and restores. After all, how can you know where those places are until you have gone through and mapped the city?

That design disrupts the suspension of disbelief in the very premise which the best games try to support: the illusion that, if you are clever enough, you will be able to solve the problems confronting you just as you would in real life—on the first go-round. *Twilight's Ransom* never gives you that chance. After all, if you live and work in a city, doesn't it make sense that you would know the layout of the city? What this reviewer perceives as a major shortcoming in the game (and an irritating distraction from the *real* task of finding the kidnappers and rescuing your beloved) could easily have been avoided with a slight change in the fiction behind the game. If your character were simply visiting his girl from another location (maybe even El Salvador), it would strengthen the premise by adding to the internal logic of the game and the magnitude of the problem.

A Graphic Shortcoming

Once the city *has* been mapped, however, you can finally address the real problems in the game and it is in this portion of the gameplay that this adventure shines. The writers have apparently learned their lessons well from their predecessors because the locations of the objects needed for both Maria and your character to survive the night are logical and inventive. The uses of various objects are both surprising and practical.

Graphics are only so-so. After the striking title page, the twenty or so pictures which remain are mundane. They rarely are of the scenes that are the most striking imaginatively and, even when they are, the graphics frequently subtract from the moment. Confronted with a snarling dog, for example, you hear the hum of the disk drive and wait anxiously. What, then, do you get to see? A white, fat snow-dog-of-the-north gazing blandly off-screen (toward other graphics adventures, no doubt). In fact, Maria turns out to be rather disappointing in her graphic depiction, as well. She falls short of the wondrous renditions of the fair ladies in *Defender of the Crown* (IBM). Frankly, by the end of the game, this writer was more interested in the barmaid at "The ICEhouse" ("crystal blue eyes" and "incredibly enchanting," but with no picture provided) than in the woman my character was supposed to be saving. We know that women can be presented more appealingly on the computer screen, so the medium provides no excuse.

Beyond these criticisms, the major problem is that the graphics lack action. There is no real sense of movement, depth, or vitality. They reveal no necessary information.

A Textual Commendation

Actually, if *Twilight's Ransom* had been written three years ago, I might have strongly recommended it. While the game has no real mechanical problems (other than the mapping which weakens the fictional premise), there is nothing particularly inventive to recommend the game, either. As long as one recognizes that *Twilight's Ransom* is actually more of a serious text game than a graphic presentation, one should consider purchasing it. It certainly has the capacity to keep you entertained.



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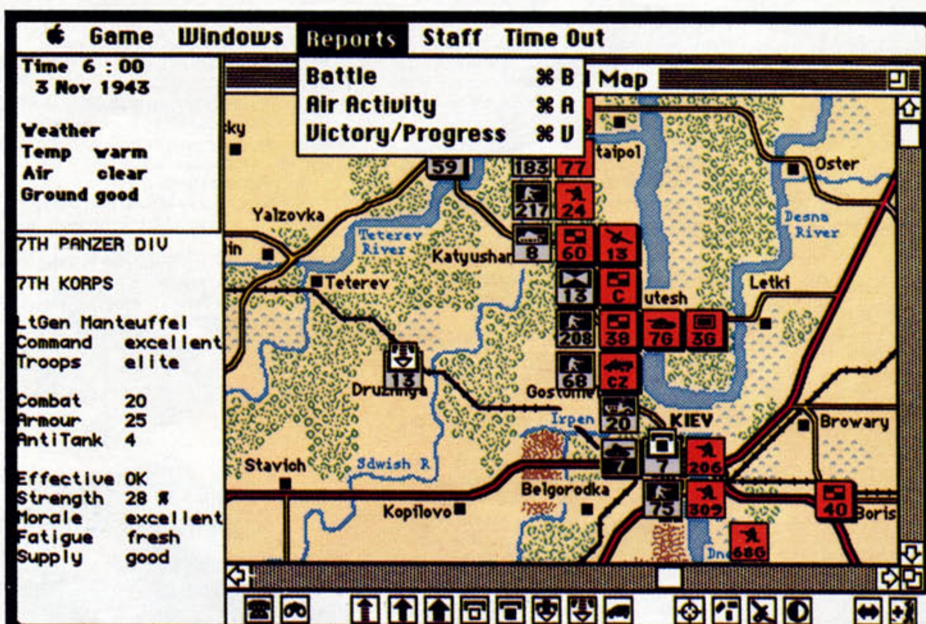
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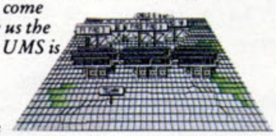
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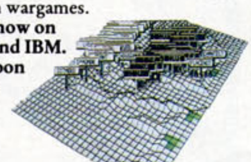


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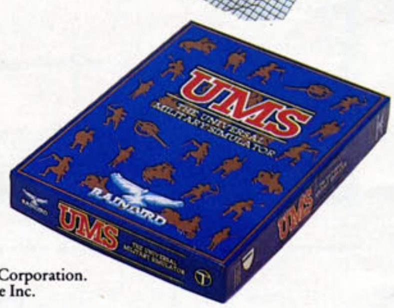


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NETWORKING THE LIGHT FANTASTIC

Clues and Companions Are Only a Modem Away

Two of CGW's contributors are intimately involved in an exciting aspect of computer gaming: computer game networking via communication networks. Patricia Fitzgibbons and Scorpia share with us some of the advantages of networking on Compuserve and GEnie.

THE GAMERS' FORUMS ON COMPUSERVE

by Patricia Fitzgibbons

For five and a half years, The Gamers' Forum on CompuServe has served as an indispensable helpline to thousands of game players throughout the world. When the forum was established in 1982, members were desperate for hints on how to succeed in *Wizardry* and *Zork*. Now, forum members are still exchanging clues . . . about the *Wizardry*s the *Zork*s, and every other game imaginable. As long as these complicated, delightful, and sometimes aggravating games continue to stump players, The Gamers' Forum will offer speedy relief.

Game players who join The Gamers' Forum are often astounded by the depth and breadth of information available. On a typical day, 350 to 400 messages are posted to the forum's message board. A substantial portion of that daily total consists of hint requests and responses, particularly in Section 1 (Text Adventures), Section 2 (Graphic Adventures), and Section 9 (Computer RPGs). Regular topics of discussion include **Infocom**'s interactive fiction, **Sierra On-Line**'s various *Quest* games, **Origin System**'s *Ultima* series, and the *Wizardry* series from **Sir-Tech**.

The forum's 10-member staff of game experts responds quickly to requests for hints or help. At the same time, forum members themselves enjoy exchanging tips and clues with one another. According to Scot Loomis of Hawaii, "The best thing about the hint service in Gamers' is that it's such a give-and-take thing. There are always people online who can help you get unstuck, and there are always people online who need your help."

Frequent questions range from, "Where can I find food in *Ultima V*?" to "How do I get those last few points in *Space Quest II*?" Players usually prefer indirect clues, but for those who are at their wits' end, the forum's private message function allows the posting of explicit answers.

Game vendors (including program designers and customer service reps from **Electronic Arts, Infocom, Sierra On-Line, Activision, Sir-Tech, Origin Systems, MicroProse, Epyx, Interplay Productions, Datasoft,** and *New World Computing*) respond to questions and complaints via the message board and during real-time conferences.

The forum's extensive file libraries contain maps for games such as *Wizardry* and *Deathlord*, and transcripts of online conferences with game designers Brian Moriarty (*Beyond Zork*), Roberta Williams (*King's Quest*), Jon Van Caneghem (*Might and Magic*), and many others. The companion online magazine, THE ELECTRONIC GAMER (tm), publishes detailed reviews, hints, and step-by-step walkthrus for hundreds of games.

The Gamers' Forum is certainly vast and very active, but members are quick to point out how much they enjoy the warm and friendly atmosphere; online acquaintances often become good friends, no matter how great the distances between them. Take, for example, James Shobert of Commack, New York and Kazuhiro Narita of Kyoto, Japan, who helped each other solve "Return of Werdna" with half-English, half-Japanese hints and tips. Now they're tackling "Warriors of Destiny," and as Kaz said in a recent forum message to Jim, "We were Werdna friends. Now we are Ultima friends."

[Ed. Note: Patricia Fitzgibbons is the sysop of the Game's Forum on Compuserve.]

ADVENTURING ON GENIE

by Scorpia

It's 9:30 PM and you're stuck. You've gotten through most of the game, but now you've hit a mental block. The last puzzle seems insoluble. You've tried everything you can think of. Nothing worked. A sudden desire to chew on the disk wells up within you. Smashing your fist through the monitor seems like a good idea. Unprintable words make their way through clenched teeth. You are in the last stages of AGF—Adventure Game Frustration.

Ah, but if you're lucky enough to have a modem hooked up to your computer, relief is just a phone call away. The Games RoundTable on GEnie can help you solve your problems. Game players from across the nation congregate here, giving each other hints and tips to make it past those obstacles. For those who need a bit more than a gentle nudge, the online libraries have complete walkthrus, detailed instructions for finishing an adventure.

That's just the beginning. In the libraries you can also find reviews, games to download, transcripts of conferences, and a wealth of other material. The bulletin board area lets you exchange notes with other gamers, or even play games by message. In the RTC (Real-Time Conference, or CO), you can "talk" directly to other members, or attend a special meeting with a guest speaker (such as Brian Moriarty of Infocom), or play in the weekly Trivia game. There's also an informal conference every Thursday night (hosted by yours truly), where members can get together and chat about games.

Product support is an important part of the RoundTable. Many fine companies have representatives who regularly check in online to answer questions from the members, and post information on the latest releases and conversions. Currently online for product support are **Electronic Arts, Epyx, Origin Systems, Infocom, Digital Illusions, Sir-Tech,** and **Interstel**, with more to come. Newly arrived on the RT is Amarillo Design Bureau, publishers of the popular board games Star Fleet and

(Continued on page 54)

Video Gaming World



TITLE:	Contra
SYSTEM:	Nintendo
# PLAYERS:	1-2
PRICE:	$36.95
PUBLISHER:	Konami Wood Dale, IL

Science fiction meets all-out combat action in **Konami**'s home edition of the popular coin-op game, *Contra*. Ignore the atrocious name. This jumping and shooting cartridge delivers fast-paced excitement for one or two players. It can be enjoyed solitaire or two players each can control a hero in order to combine against the enemy hordes.

No one took much notice when the giant meteorite landed in the Amazon basin 30 years ago, but now there is a full-fledged alien base in the jungle under the command of the terrifying Red Falcon. Political considerations prevent a full assault by U. S. armed forces, so our government has dispatched a pair of commandos to penetrate the eight defense zones and destroy the extra-terrestrial beachhead and its commander.

Action begins when the character jumps off the helicopter and runs across the scrolling and beautifully drawn playfield toward the alien stronghold. The control pad moves the hero left and right, while buttons "A" and "B" govern, respectively, jumping and firing his weapon. Each commando gets three "lives" in which to reach the final confrontation with he Red Falcon.

The "Start" button pauses the action, blessed relief for those who want to rest between game phases. Another handy feature is the ability to continue a game at the point at which the previous one ended.

Most enemies charge recklessly from the right, but dangers menace from every direction. Pill boxes, which track the commando, are the most dangerous.

Destroying a flying capsule or pillbox sensor provides an opportunity to acquire more power. When one of these objects explodes, a "power-up" Falcon symbol appears. If it is captured, one of seven special weapons replaces a standard gun. Depending on the symbol, the player's character gets anything from a machine gun to a fire ball projector. This extra firepower comes in might handy, because the Red Falcon's supply of henchmen sometimes seems inexhaustible.

Two-player contests are always in demand, because most video games are designed for a solo gamer. Contra is doubly welcome, because it is a truly outstanding action epic.

—Arnie Katz



TITLE:	Karnov
SYSTEM:	Nintendo
# PLAYERS:	1
PRICE:	$29.95
PUBLISHER:	Data East San Jose, CA

No, *Karnov* is not the Johnny Carson character who knows the answer before anyone asks the question. He is a fire-breathing, bald-headed Russian strongman who is called on by the peace-loving townspeople of Creamina to pull their collective chestnuts of the fire when a dragon comes to town. The villainous dragon is named Ryu and he has stolen the ancient "Treasure of Babylon" from the Creaminans and left behind a legion of geeks, mutants, and monsters to terrorize them.

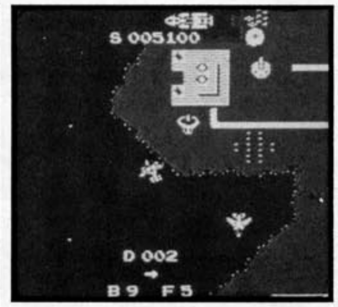
Player-surrogate Karnov is a former circus strongman with the ability to hurl fireballs. This comes in very handy in this running, jumping, and climbing game, adapted from the popular **Data East** coin-op. Ryu's minions are a lethal lot and include such party favorites as: Gidora, a two-headed flying dragon; Rock Man, who hurls gigantic boulders; Snake Woman; Chicken Bone; and Lion Keeper, whose beast shoots deadly bolts from its mouth while he, himself, throws knives!

The best thing about Karnov, however, is the variety of objects salted about the horizontally-scrolling playfield which can be used by Karnov to aid him in his quest. There are boots which double his leaping ability, bombs, ladders, boomerangs, magic glasses, a swimming mask (for the underwater action at Level Five), wings, shields, and "K marks" (fifty of which are good for an extra life). There is even a magic "clapper" which, when invoked, will destroy all on-screen badniks (with the exception of that level's Boss Monster).

Karnov takes the basic play mechanic and side-view visual perspective of *Super Mario Brothers* and stages it in an earth tone netherworld full of stalking zombies and other diabolic denizens who literally spring from mid-air or, sometimes, mid-earth.

Karnov is an off-beat, fairly interesting variation on a familiar videogame play mechanic.

—Bill Kunkel



TITLE:	Raid on Bungling Bay
SYSTEM:	Nintendo
# PLAYERS:	1-2
PRICE:	$29.95
PUBLISHER:	Broderbund San Rafael, CA

Raid on Bungling Bay is a classic computer game that adapts perfectly to the **Nintendo** videogame format. Players control a carrier-based helicopter which must single-handedly destroy the war machine of the conquest-minded "Bungling Empire." The copter, based in Bungling Bay, the heart of the Bungling military build-up, is armed with a machine gun and up to nine bombs. It can fly in any of 16 directions.

The player's specific goal is to obliterate the six secret

factories which produce the Bungling's armaments.

The entire Bungling Empire encompasses 100 screens (10 x 10), laid out wraparound-style. The variable-speed helicopter moves over the smoothly-scrolling playfields encountering radar installations, tanks, gun turrets, bombers, fighter jets, two kinds of missiles, patrol boats, and battleships, all of whose sole purpose is the protection of the Empire's six munitions factories.

The impressive graphics employ an overhead perspective to good effect and the flawless scrolling program gives Raid on Bungling Bay a sense of great fun and high adventure with realistic overtones. It is nice to play a videogame which takes place in a "real world" environment. Tanks and bombers make for a nice change-of-pace from dragons, ogres, and elves.

—Bill Kunkel

Video Gaming World's Newswire—

Compiled by Joyce Worley

Sega just unveiled the world's first four megabyte cartridge, *After Burner*. Based on **Sega**'s own coin-snatcher, it features a white jet fighter with raked-back wings, turbocharged engine, in a dogfight against camouflaged enemy jets and helicopter gunships. The players mans wing-mounted cannons and homing missiles, through day and night scenarios, over varied terrain . . . .Joysticks up, to **Nintendo** and **Atari** for stopping an ugly slug-fest. Nintendo sued Atari, alleging false and misleading television advertising for the Atari XE Video Game System. Atari's initial ads claimed the new system plays hundreds of games, although the company currently offered only four dozen games. Atari produced a list of 158 third-party cartridges marketed during the last videogame craze, but admitted it didn't know how many of the titles were actually available. Atari agreed to reword the advertising, putting a temporary end to the court battle between the two videogame companies . . . ."The Facts On Home Video Games from the man who plays games for a living," a booklet written by Howard Phillips III, contains tips on how to select a game system, plus some information about the benefits of video gameplay. For a free copy, write to **Nintendo of America, Inc.**, P. O. Box 957, Redmond, WA 98052 . . . .**Acclaim Entertainment** won the videogame rights for *Rambo: First Blood Part II* and will market the title, its sixth for the Nintendo Entertainment System, in Spring of 1988. The game combines animated graphics and action with on-screen text to develop an ambitious plot based on the Stallone movie . . . . Scott Carpenter, one of the original seven astronauts and second American to orbit the earth, is orbiting the U. S. as spokesman for **The Sega Challenge**, a five game-test to encourage youngsters to develop their potentials. Two Sega videogames (*Out Run* and *Shooting Gallery*) test hand/eye coordination and reflexes. *The Write Stuff* (mirror-writing) tests visual perception; the *Ring Maze* (manipulate a ring through an electrified and curvy course) challenges hand-steadiness; and *Space Balls* (sorting air-borne colored balls) requires quick decision-making skills. Carpenter is appearing in malls and youth centers all over the country this summer, playing games and talking to kids about doing their personal best . . . . **Activision**'s runaway hit, *Shanghai*, will be available this summer for the NES. This puzzler, which requires players to match pairs from 144 randomized picture tiles, topped many "Year's Best" computer award lists and promises to equally entrance Nintendo gamers . . . . The survival game craze inspired **LJN Toys** to create *Gotcha! The Sport*. The settings for the armed combat game range from woodlands to ghettoes to winterscapes. When you zap one of the armed opponents, the hit is registered with a bright colored paint spot . . . . *Major League Baseball* (LJN Toys) lets NESers choose the line-ups based on actual stats, then make managerial decisions. Recreate the World Series, All Star, and regular season games, using all 26 major league teams . . . . The Nintendo *NES Advantage* joystick (around $50.00) has a weighted stabilizing base, plus two turbo adjusters that adjust the rapid-fire action of each button, and a slow-mo feature to retard the action on some Nintendo game titles. It makes targets easier to hit, so even a mediocre player can be an ace.



The NES Advantage



Sega's After Burner

INVISIBLE BULLETS: Software for the Sega Light Phaser

by Bill Kunkel and Arnie Katz

Back in the early '70s, in the first blush of the videogame revolution, manufacturers went crazy looking for new peripherals that would distinguish their systems from the other hardware choking the marketplace. They turned to

elaborate paddle controllers, steering wheels, and eventually, to light guns for the answer.

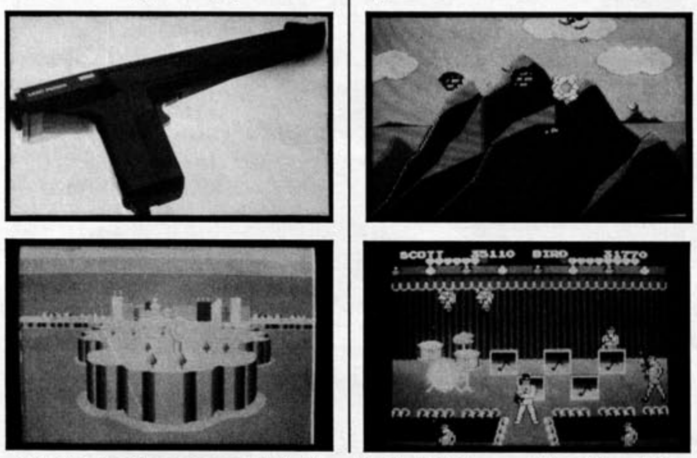
Most of those early guns were poorly-constructed and proved unsatisfactory, both in terms of durability and player enjoyment. For one thing, the technology to produce an inexpensive, yet coherent beam of light which could be directed at a small point on a television screen did not exist at that point. In most cases, simply aiming the pistol in the general direction of the TV was sufficient to obliterate anything on-screen—sort of a videogame version of shooting fish in a barrel.

These video shotguns worsened their impression on users by breaking down within the first month of ownership. After that, the gun sat in its console holster, a visible reminder that no satisfactory alternative to actual target shooting was available, or seemed likely to be.

Almost two decades later, the necessary technology finally arrived, and would-be video marksmen should now shrug off any unfavorable old preconceptions about the quality of light guns. The *Sega Light Phaser* is the state-of-the-art in computerized target shooting, a sleekly designed handgun that fits easily into large or small hands and, more importantly, shoots the tightest beam of light this side of laser technology.

Of course, videogame light guns are only as viable as the software they interface with, but Sega has done a superb job of providing a wide range of such programs.

Shooting Gallery ($30/Sega) blends spectacular visual effects and excellent audio to produce an extremely satisfying traditional target game. A mountainous backdrop in the midst of a bird migration is the first of four shooting ranges through which the player advances. Once the player hones his skill sufficiently to "qualify" at this range, he moves on and up into a sky full of balloons and zeppelins which prove elusive targets, in spite of their size. The third range holds a series of sectioned pipes with small spaces in between them. Target balls move through this tubing and can only be hit during the brief period in which they are exposed as they travel from pipe to pipe. The final range is, literally, out of this world. It is an outer space scene filled with target ships that are only vulnerable when their shields are down.



Clockwise from upper left: Sega's Light Phaser, Shooting Gallery, Ganster Town, & Missile Defense 3-D

The target objects in this game are not only beautifully drawn and colored, but actually respond to gunfire in a realistic manner (the balloons, for example, deflect shots that are not dead center). The best thing about Shooting Gallery, though, is that even misses have an effect. The background paintings, you see, are just that. They are paintings hung against a brick wall. When a shot misses a target, it blasts away a section of the background painting instead, revealing the bricks behind. This is not only satisfying from an aesthetic point of view, but lets the user know exactly where each shot goes, allowing him to readjust his aim.

Sega's newest addition to their Light Phaser games should also appeal to target shooters. *Marksman Shooting & Trap Shooting* ($30) offers a pair of contests which are both unusual and well-executed. *Marksman Shooting* takes the player to a police-style range where targets, in the shape of human torsos, move along a series of slots at a variety of distances. The illusion of depth is especially well-done here, with more distant targets smaller than the middle or front ones.

Trap Shooting, however, is even more interesting, since the player shoots clay targets which are launched against a series of breathtaking backdrops. The traps (which are launched two-at-a-time) are fired from the foreground of the screen toward the background and, again, the illusion of distance is simply remarkable.

Marksmen who prefer their action to be less symbolic should enjoy *Gangster Town* ($30). Here, the player takes on a gang of vicious thugs as they make their getaway after a robbery and head for a gangster version of Hole-in-the-Wall, the Old West sanctuary for lawbreakers. The game begins by establishing the user's skill level with a series of target boards (similar to those found in Marksman Shooting). Then, the player sets off after the gangsters' 1920s style automobile, shooting at the robbers as their car swerves from one side of the road to the other to avoid your fire. Unlike Shooting Gallery, however, *these* targets shoot back and, as their car nears Gangster Town, a biplane appears and starts chucking bombs at the player. These missiles must be detonated by the Light Phaser before they reach the bottom of the screen.

Gangster Town takes the player through several scenarios once they reach the town, including shootouts: on the street (where innocent hostages may be captured for use as human shields by the thugs); in the saloon headquarters of the mob; and, ultimately, at the docks where the Big Boss awaits for the final showdown.

Again, the graphics are first rate with many cute touches, such as the gangsters becoming "angels" once they are shot (the player can then shoot the angels for extra points!)

With *Missile Defense 3-D* ($40), Sega married two of their special products; the Light Phaser and the 3-D system. This combination results in an absolutely spectacular videogame which takes target shooting to an entirely new level.

The player is cast in the role of a god-like being whose sole objective is to prevent nuclear armageddon. When an Eastern *or* Western nation launches a salvo of nuclear missiles, the user dons his 3-D glasses, readies his Light Phaser, and starts blasting away, tracking the bombs across a series of eye-popping screens which employ first-person and overhead perspectives.

The Sega Light Phaser and accompanying software takes the idea of videogame target shooting to undreamed-of heights. Each entertainment offers a unique variation on the marksmanship them with state-of-the-art sound and visuals.

Gentlemen, prepare your weapons.

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Nobunaga's Ambition

The Struggle to Unite Japan



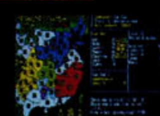


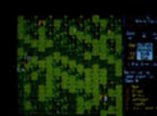


$69.95

Romance of The Three Kingdoms

Live Second Century China





The Japan most people don't know about. The Warring States period of the sixteenth century. Central government was weak and ineffective as feudal lords called daimyos gained power. Each daimyo ruled a single fief, each wanted to rule the nation. One man, Nobunaga Oda, came close but failed. He paid the price for failure, death.

Nobunaga's Ambition is a military, economic and diplomatic simulation for one to eight that puts you in Nobunaga's place, or in the place of one of his rivals. You start with one fief and try to take the entire nation. A game of both strategy and tactics, success takes careful planning and opportunism.

Administer your fiefs during peace to increase their strength. Keep your peasants and army loyal or risk revolt. Use your resources effectively, not spending too much on either guns or butter. Negotiate with other daimyos, or perhaps you'd rather just send ninja.

On the battlefield, control your troops in close tactical detail. Take advantage of terrain, attack, retreat, fight a war of attrition or go directly after the enemy general. Just be sure your side is smarter, tougher and better prepared.

Nobunaga's Ambition is fast moving and easy to play but historically accurate. Characters and game events come from the reality of sixteenth century Japan. Maps are almost entirely accurate, both geographically and politically. Advanced graphics and animation help give the game a feel of complete reality. One to eight may play either of two scenarios and five different levels of difficulty. Instruction manual and historical notes included.

China's second Han dynasty has collapsed. The entire nation battles with itself as warlords struggle for supremacy. You are a Master, one of these warlords determined to beat out the others and control the country.

Manage the states under your control to increase their power and resources. Cope with disasters, both natural and otherwise, when they occur. Choose good subordinates and win their loyalty. Negotiate with other Masters, or take a less diplomatic approach, controlling your armies and those of your generals in great tactical detail on the battlefield. Take advantage of terrain as best you can. Choose the right kind of attack for the situation, or just try and trick the enemy. Do what the immediate situation calls for but don't fail to think ahead.

A huge data base together with advanced graphics, animation and programming give the game an unprecedented degree of reality. Romance of The Three Kingdoms is based painstakingly on the Chinese epic novel of the same name, but is fast moving and easy to play. Features include:

*255 characters, each with a distinct personality
*Military, economic and diplomatic simulation
*Five different scenarios
*Ten levels of difficulty per scenario
*Play by one to eight
*Demonstration mode
*Complete instruction manual and historical notes.

Some comments from Japan's leading computer magazines:

"If you own a computer you've got to try this game".
OH! PC
January, 1987

"If the user can supply intelligence and imagination, Nobunaga's Ambition will provide more and better entertainment than any other game on the market".
Enter
August, 1986

"First released more than five years ago, Nobunaga's Ambition is still not just a best seller but one of the very best simulation games on the market".
Popcom magazine
January, 1987

"Nobunaga's Ambition is the absolute pinnacle of simulation gaming".
Mainichi Shimbun
May 7, 1987

"A great hit"
Asahi Shimbun
February 20, 1986

"Far and away the most authentic simulation game I've ever seen".
Hiroharu Seki, professor of Political Science at University of Tokyo in an interview with *Tokyo Newspaper*.

"Our highest accolade to Koei's Romance of The Three Kingdoms".
Popcom magazine
May, 1987

"Highest award for a simulation game".
"All around best game".
Login
July, 1987

"A simulation game without peer".
Enter
August, 1986

"Romance of the Three Kingdoms is simulation gaming at its absolute best".
Technopolis
July, 1986

"Romance of The Three Kingdoms is a simulation war game that will strengthen any businessman's ability to work through a problem, logically or intuitively".
P. C. magazine
October, 1986

"Romance of the Three Kingdoms may be pricey but the entertainment it provides makes it a good buy at any price".
OH! FM
March, 1987

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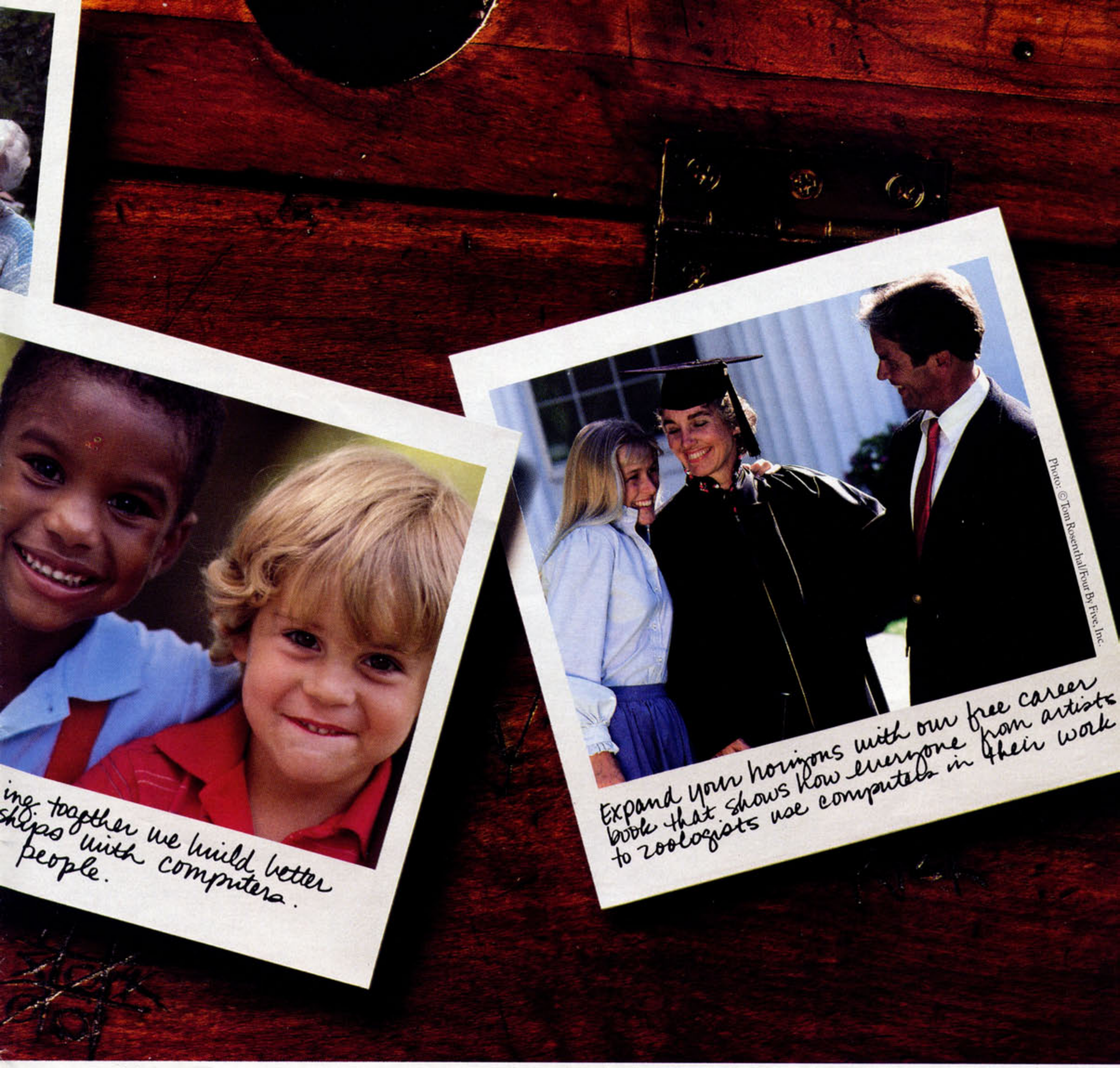
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First Clash

Modern Conventional Combat Using Mech Brigade

by Regan Carey and David Thiel

The indirect shooting was joined by aimed fire from 2 Troop's Leopards' 105 mm guns, concentrating on T-72s before switching to BMPs--the targets visible to the gunners through rifts in the smoke and dust.
DND Canada Training Manual B-GL-309-006/FT-001

In 1984, the Canadian Department of National Defense published an interesting training aid. Instead of the usual dry textbook approach, a fictionalized hypothetical battle was presented as a novel. As each phase of the battle is described, the "controlling factors" of the action at that stage are pointed out to the reader. It was an experiment in a new instructional technique. The present writer does not know how well it worked, but the book makes for an extremely realistic and detailed tale.

DND Canada training manual B-GL-309-006/FT-001 was reprinted by **Sterling Press** under the title *First Clash*. The present scenario is based on a small part of the opening battle described in that book.



This scenario is set up to be played using **SSI**'s popular modern tactical system, *Mech Brigade*. A new IBM conversion of Mech Brigade has recently been released. While the game is largely unchanged from the earlier versions, the IBM translation includes keypad cursor control and it is not copy protected, so installation on a hard disk is possible. As well, a few small problems with unit changes have been eliminated. Now, when a unit type is changed, all associated data is altered, including screen icon and weapons load.

Background to the Battle

The war was still conventional, but NATO was under extreme pressure. The 4th Canadian Brigade Group was rushed into place to hold against advancing Soviet Forces. The objective was to provide the battered American Army VII Corps sufficient time to filter to the rear and realign the front.

The Canadians moved through the night. Finally, they were able to take up defensive positions on a ridge overlooking an autobahn. In hastily built entrenchments they waited . . .

Setting Up the Scenario

Boot up the game normally and select to *Build Your Own* scenario with *Two Players*. When asked, select a map without a river and with a terrain density of 0. This scenario is a *Soviet Assault* (option 4) and is a *Large* battle (option 1).

Soviet: Do not use auto-select for the Soviet forces. Select *Old Equipment* (option 1) for the Soviets. There are 125 points available. The following force will use 102 points.

2 Tank Companies (option 38; 10 points each) 2 Motorized Rifle Battalions (option 39; 34 points each) 1 Recon Company (option 41; 4 points) 1 Artillery Battalion (option 42; 10 points).

NATO: Do not use auto-select for the NATO forces. Select *West German* (option 2) forces. Use *Old Equipment* (option 0). Canadian forces, like West German, use a mixture of US and German equipment.

There are 100 points available to the NATO side. The force mix below will take 72 of them.

2 Panzergrenadier Companies (option 15; 12 points each) 2 Panzer Companies (option 13; 17 points each) 1 Jagdpanzer Company (option 20; 7 points) 1 Recon Company (option 17; 14 points) 1 Artillery Company (option 18; 10 points).

Soviet Unit Adjustment, Deployment, and Map Creation: Do not choose auto-deployment for the Soviet forces. The first step is to build a customized map. Clear all computer generated terrain from the map by changing any existing terrain to clear (terrain type 0). Don't forget to also clear any terrain that is enclosed by slopes. Even though a symbol doesn't show up on the map, it is set up as high ground.

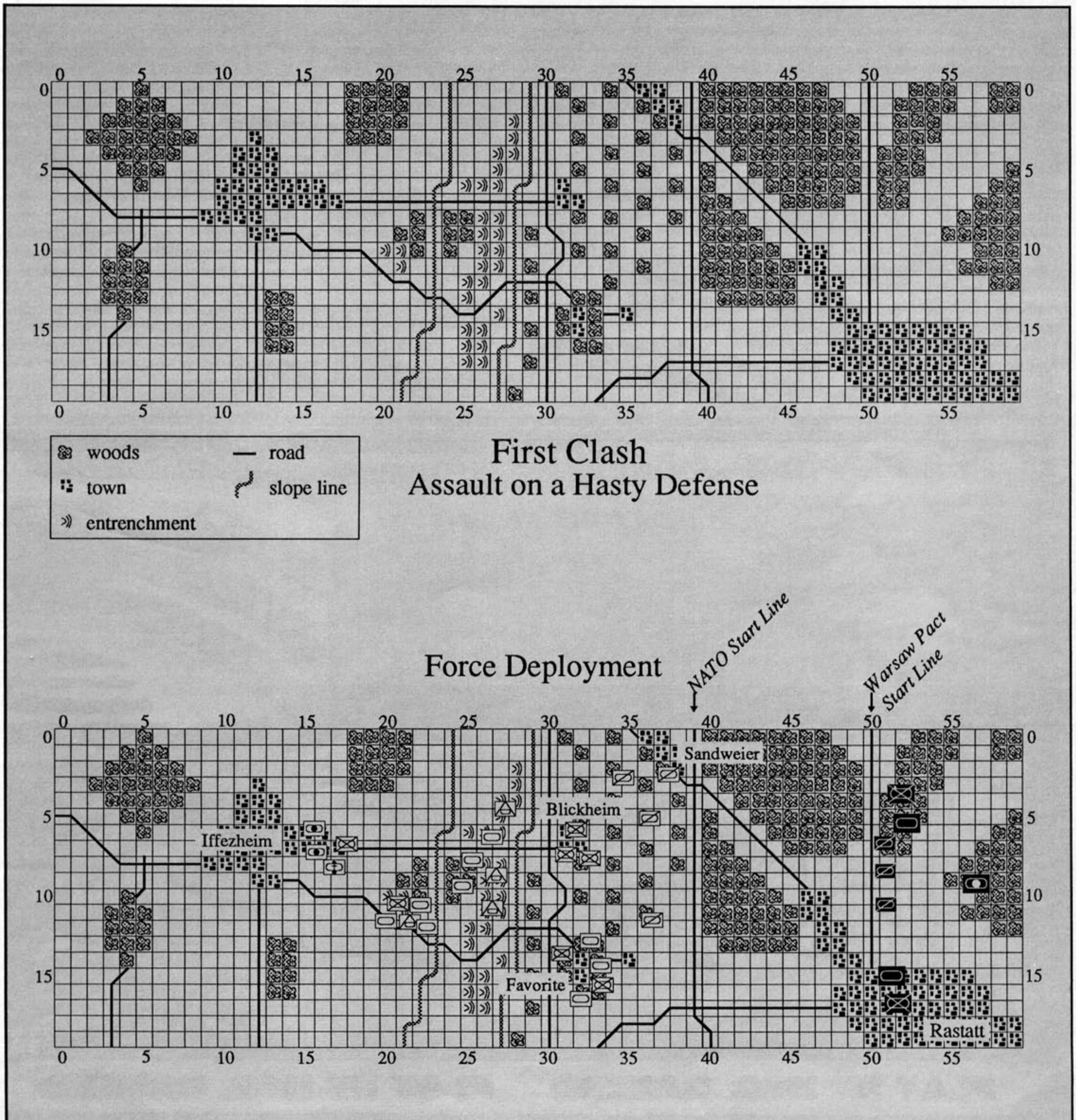
Now, change the map as shown in the accompanying diagram. It is a reasonably accurate rendition of a part of West Germany where combat is anticipated. The two parallel slope lines delineate a ridge line that crosses the area from north to south. Be sure to specify that the terrain between the ridge lines is higher than the surrounding countryside (terrain type 29).

Once you have built the map, the next step is to adjust the forces involved. The assets that are supplied by the game

have to be adjusted to reflect the weapons systems actually used in the battle. Make the changes to the equipment listed below. Use the *Space Bar* to indicate that a change is desired, not the "9" key as specified in the documentation.

The Divisional HQ's Zsu 23/4 should be changed to an SA-8 unit. The artillery should be altered to supply additional mobile assets: change one M1974 unit to BRDM-2s (wpn# 19).

The Soviet units should be deployed as follows: Divisional HQ and assets in and around the woods at 55,9. One Tank Co and one Motorized Rifle Btn in and around the woods at 51, 5. One Tank Co and one Motorized Rifle Btn in and around the northeastern town squares of Rastatt (coordinates 51,15).



Recon Co along the start line. Artillery Btn in and around the woods at 55,9. BRDM-2 Platoon (from changed Arty unit) with either main group at 51,5 or 51,15.

NATO Unit Adjustment and Deployment: Do not use auto-deployment for the NATO forces. Make the following changes. NATO: The Brigade HQ should have its Gepard unit changed to M901 (wpn# 16) and its Rolands to Luchs (wpn# 22). The Pzg Companies should have their Milans changed to TOWs (wpn# 55). The Jaguars should be changed to M150's (wpn# 15). Make one of the M109 artillery unit into an M113-M (wpn# 37). Unless they are deployed carefully, the NATO assets will almost certainly be annihilated. The Canadians' only real chance comes from good positioning of their troops.

The deployment listed below represents that described in the *First Clash* narrative. Whenever infantry units are specified, include their M-113s and TOWs. You may wish to select your own start locations. Brigade HQ, Artillery HQ, 2 Artillery Platoons, and M113-M in the westernmost city squares of Iffezheim (near coordinates 17,7). One infantry Co dispersed in the three town squares of Blickheim (coordinates 31,6; 31,7; 32,7). Two infantry Ptns and two Leopard Ptns in and around Favorite (coordinates 32,14; 32,15). One Ptn of infantry held in reserve in the entrenchments at 21,11. One Leopard Platoon and the Leopard HQ in the woods at 25,9. Recon HQ and a Leopard Ptn in the woods at 25,8. One Leopard Plt in the entrenchment at 27,5. One Leopard Plt in the woods at 32,16. Luchs Plts scattered through out the orchards, near the start line. Jpz HQ and a Leopard Co in reserve in the entrenchments at 21,11. One M150 Plt at 27,5, one M150 Plt at 27,9 and one M150 Ptn at 27,11.

Once all the preparatory work is done, save the scenario to disk. It can then be recalled for two player, solitaire, or computer vs computer play. Good luck.

Notes on Play

Most attacks are not intended to be balanced. By definition, the attacking force seeks to defeat the defenders, and whenever possible waits for numerical superiority before mounting the attack. The battles in *First Clash* are meant to be realistic, as opposed to fiction where the good guys always win. The segment of the battle depicted in the scenario presented in this article is a case in point. It is a tough job for the Canadians to hold out against the Warsaw Pact forces. That is exactly how the Red forces planned it!

By the way, in the hypothetical battle, Canadians were forced out of their positions by the Soviets. However, they did delay the Soviet assault. Realistically, that is about all they could hope to do.

If you would like to read more about this hypothetical battle and the events associated with it, try *First Clash* from **Sterling Press**, ISBN 0-85368-736-6. Used by permission of Sterling Publishing Co., Inc., Two Park Avenue, New York, NY 10016 from *First Clash* by Kenneth Macksey, c 1984, 1985 by DND Canada.

TAKING A PEEK

(Continued from page 10)

known as the "Harrier." The simulated ability to VIFF (Vector in Forward Flight), instantly change the direction of air thrust and decelerate rapidly, makes this one somewhat different than other simulators and the Harrier's normal use in tactical attack missions makes the scenarios exciting. IBM ($34.95). Circle Reader Service #14.

Psygnosis Ltd.
1st Floor, Port of Liverpool Building
Pier Head, Liverpool
Merseyside, United Kingdom, L3 1BY

OBLITERATOR: As Drak, the ultimate warrior of your civilization, you have infiltrated an alien spaceship in order to sabotage and disable it. This is an action game with very sophisticated graphics, a la the company's "Terrorpods." The player's "Obliterator" must successfully locate and remove four different shaped components to cripple the alien ship, as well as locate and use another component to implement his escape, in order to win the game. Amiga, Atari ST (n.p.). Circle Reader Service Card #15.

Silicon Beach Software
P.O. Box 261430
San Diego, CA 92126

APACHE STRIKE: In this arcade game, players pilot an AH-64 Apache through an urban environment of 3-D shapes. The scenario seems reminiscent of "Blue Thunder" or "Airwolf" in that one is dogfighting in the midst of a metropolitan area. Macintosh ($49.95). Circle Reader Service Card #16.

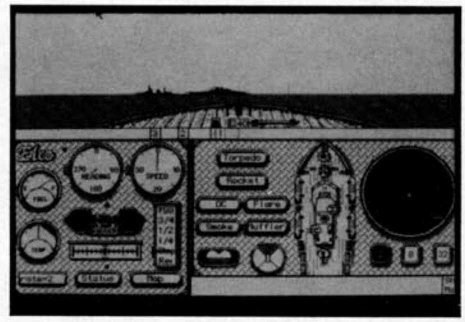
BEYOND DARK CASTLE: In this sequel to the popular "Dark Castle," Prince Duncan must defeat the same kinds of bats, zombies, and other monsters as in the earlier adventure. The new twists include the negotiation of two mazes with full-screen scrolling effects and the use of a jet-pack a la "Rocketeer." Macintosh ($49.95). Circle Reader Service Card #17.

Spectrum Holobyte
2061 Challenger Drive
Alameda, CA 94501

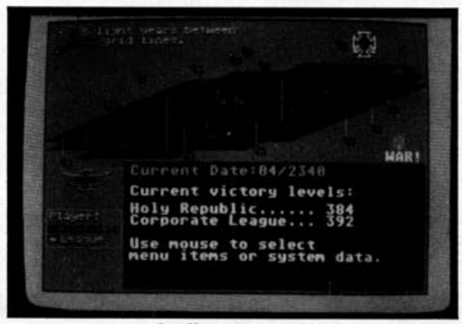
PT-109: Named after the late President John F. Kennedy's World War II command, this patrol torpedo boat simulation allows the player to combat submarines with depth charges, launch torpedoes against enemy surface ships, attempt to engage ships with surface guns, and defend against attacks from the air/sea. The game even allows players to outfit the boats according to the point in the war the mission takes place. Early in the war, the PT-boats carried few weapons. Later, they carried full arsenals. Macintosh ($49.95). Circle Reader Service Card #18.

Sports Simulation Software
2100 Tanglewilde #165
Houston, TX 77063

PRO FOOTBALL SIMULATOR: This sophisticated sports simulation is a detailed statistical competition (text only) which allows two players an in-depth approach to professional football. Players



PT-109



Stellar Crusade



Crazy Cars

make individual player substitutions for a full 45 man roster; choose from eight offensive/five defensive formations; and over 40 offensive/10-35 defensive plays per formation. IBM with CGA or EGA req. ($39.95). Circle Reader Service Card #19.

Strategic Simulations, Inc.
1046 N. Rengstorff Avenue
Mountain View, CA 94043

STELLAR CRUSADE: The People's Holy Republic (certainly, a cool-headed bunch of moderates) battles The League in a game of exploitation and conquest to decide who controls a small, but richly endowed, star cluster within their galaxy. Each turn involves an economic phase, movement phase, and resolution phase (where combat takes place and results of economic decisions are given). Several different scenarios and a short campaign should keep this one fresh and playable for a long time after the mechanics are mastered. Atari ST, IBM ($39.95). Circle Reader Service Card #20.

Titus Software, Inc.
20432 Corisco St.
Chatsworth, CA 91311

CRAZY CARS: This arcade style racing game allows players to race a Mercedes 560 SEC, Porsche 911 Turbo, Lamborghini Countach, or Ferrari GTO over six different road courses. Within those options, there are seventy-two different levels for driving cars at up to 189 M.P.H. Amiga, Atari ST, IBM ($39.95). Circle Reader Service Card #21.

EDITORIAL:

THE NINTENDO THREAT?

We realize that many computer owners, software designers, and entertainment software publishers are concerned about the perceived **Nintendo** threat to the health of the entertainment software industry. Since we have introduced a *Video Gaming World* section in our magazine, some hard and cold facts must be addressed. According to figures presented by Dave Morse, CEO of **Epyx**:

In 1983, there were 25 1/2 million hardware systems for video games in the United States;
In 1984, the market was dead:
In 1985, Nintendo had placed 100,000 units in the United States;
In 1986, Nintendo had 1.4 million units in the U.S.; and
In 1987, Nintendo had 4.1 million units in the U.S. The Japanese firm has 70% of the game system market and, at the present time, the Nintendo cartridge market is bigger than the entire home computer software market. The executive also went on to say that both Nintendo and Sega have 16-bit systems which will soon arrive on the market.

Both optimistic and pessimistic views are often expressed. Bruce Davis, CEO of **Activision**, believes in the concept of a dedicated game machines and suggests that they serve their purpose more efficiently than the traditional C.P.U.: "If hardware companies are designing machines for one purpose, they will do a better job than on a multi-function machine." He went on to suggest that it is preferable to have a dedicated game machine in the home than to risk one's children damaging a hard disk to install a game. Doug Carlston, co-founder of **Broderbund**, cites the average age of users [Nintendo users average 8-13 years old, while the PC user base averages 28 years old.] and contends: "We assume that the younger users will grow up and presumably, turn to the multifunctional machines and that their Nintendo and Sega experiences will not be negative." On the other hand, Dave Morse insisted that, "In the long term, we are a computer-oriented industry, not a video game industry." He stated that Nintendo is already on the "down cycle" in Japan and observed that there was an attitudinal difference between the game system consumer and the computer software consumer. The latter involves enthusiasts and the former involves a fashion-oriented marketplace. Basically, he believes that the current emphasis on game systems will cause a confusion with the mature buyer.

In a "No Man's Land" of controversy, where should *CGW* be? Should we expand our publication's focus to meet the needs of a broader constituency? Should we treat the designers and publishers of video games as anathema or attempt, on this subject as in others, to insist that the ultimate judge of a software product is an informed marketplace. We want to help inform those 8-13 year olds about video games, because we want to welcome them into the more sophisticated world of computer gaming that CGW has tried to support throughout its history. We want to try to help those youngsters get enough satisfaction and stimulation from playing on their game systems that they become enthusiasts within the more mature hobby. In short, anything that builds up the number of active participants in this global village we like to call the "computer gaming world" (consumers, designers, and publishers of entertainment software around the world) makes each person's special interests in the field that much more likely to survive.

Bard's Tale III

Thief of Fate

(Continued from page 21)

Tenebrosia has its moments of tedium. There is a large Shadow Canyon you must walk around in (use that auto-map feature!) to find a certain object. There is also a tar pit you must slosh through in order to obtain something that will help you acquire a second object. The tar pit is a nasty place, draining hit points at each step (except along the perimeter), with spinners placed around the area you need to reach. Healing spells are definitely in order here (unless you happen to have found a no-spin ring), as teleporting is not possible. You really must walk through the stuff.

After all that, you will be ready to go into the dungeon. Your opponent here is going to be frustrating. He's quite immune to spells, and will use spells of his own to keep you far away from him. There's only one way to kill him, and you've probably figured out by now what that is.

Overall, Bard's III Is An Improvement Over II, Although Still Too Heavily Oriented Towards Mega-Combat

Something Borrowed

Now you're ready for Tarmitia, another underground-only region, which in some ways is worse then Tenebrosia. There are, all told, nine levels to this dungeon. Eight of them supposedly represent cities from Earth's past that are under siege (such as Rome, Troy, Hiroshima, Berlin, etc). There are several "time portals" in each city that will take you to others (the portals are two-way).

The only things of interest in any of these dungeons are a death's-head in each one, and a name. The trick is to connect up the names you hear with the death's head in the cities; each one has a different name. Yes, I'm afraid you're in for a lot of running around in this place.

When you've been all around and correctly identified all the death's-heads, you will be asked for one more name. The right answer will transport you to the final level, where you will face an opponent almost as nasty as the one in Tenebrosia.

One thing to be aware of here is that one of the dungeon messages is a red herring. As you pass by a door, the game will tell you that you feel great magical power to the south. However, the room south is actually quite empty; there's nothing in it. Save yourself some time and just keep going when that message appears.

When you return from Tarmitia, you will walk into an unpleasant surprise: Tarjan has struck down the guild elder. He will not give any experience for completing the dungeon, nor will he be able to advance anyone in level. However, he will live long enough to give you directions to the final dungeon (Malefia), and tell you where to pick up all the items you've returned to him so far (and do make sure you take all of them with you!).

Malefia, as you may have guessed, is another underground area. Fortunately, it is only three levels deep. Keep your levitate spell handy, as there are many portals to go up and down in this one. All parts of a level are not accessible from that level; you'll have to use portals to reach those areas.

You'll come across some old friends (?) in this dungeon (one on level 1, two on level 2, and three on level 3), and at each one you must do something. When you have finished the sixth one, the way to Tarjan will be open.

Of course, you'll have to do some fighting before you reach him. There are several fixed encounters along the way that cannot be avoided. The most difficult one will probably be at the lava bridge, where a collection of nasty monsters await you: some of them are highly resistant to spells (the Vortexes in particular), so some hand-to-hand combat will be necessary. Try to keep your mages away from the Vortexes, as a single hit from one will immediately drain all spell points (non-mages are not affected by this, of course, but they will take damage from the hit).

So you finally reach Tarjan the Wimp. Tarjan doesn't do any fighting of his own, he just calls in other monsters to do it for him. As you can circumvent that rather easily with a single spell, Tarjan is not exactly all that formidable an opponent. On the other hand, there is only one way to kill him, which you should easily be able to figure out, since you get a blatant clue somewhere in the earlier part of the dungeon (it is also, under the circumstances, rather non-sensical). [Ed. Nonsensical? It could be argued that the method fits the story.]

Something Brute

The actual ending of the game is a little outrageous, although not exactly spectacular. On the other hand, no other game has ever given out such an enormous reward (which, alas, you don't get to enjoy, since the game stops there).

Most of the puzzles in the game are fairly straightforward, although the magic mouths of previous Tales are pretty much a thing of the past. In most cases, solutions do not depend on slogging through dungeons to gather obscure phrases. Rather, various objects must be found and their uses determined in order to pass obstacles.

Combat overall is pretty much the same as in Bard's II, except for the addition of the thief's ability to sneak up on an opponent from behind. Two new complete sets of spells have been added for the Chronomancer and Geomancer, plus three special spells that any mage can learn.

These spells make your party incredibly powerful. Except when facing opponents that are highly spell-resistant or have huge amounts of hit points, your characters can often blow away herds of monsters in a single round, with just a couple of spells. The power balance is thus very much weighted in the party's favor, making the majority of encounters fairly routine and not very exciting.

Overall, Bard's III is an improvement over II, although still too heavily oriented towards mega-combat. Puzzles are certainly better, but the dungeons are not as good or interesting as they could be, since auto-mapping (as well as the Pathfinder spell) makes them far too easy [Ed.: Easy for you to say!] to get through.

Bottom line: Better, but hack-and-slash still dominates more than it should.

(Continued from page 23)

When you're done with that, you should be about ready for the Citadel. It is never made entirely clear as to why it's necessary to assault this place, as there is nothing to indicate that the Guardians are particularly evil (strange, yes). However, they too have a vault, with some very good armor in it, and you'll be needing that armor for the end game (boy, will you need it!). Rockets and energy weapons will be most helpful in dealing with the Citadel denizens. Don't forget to poke around the other places in the Citadel; you might find a few interesting items.

You'll want as many power packs as you can possibly carry for your journey through the end game, and these are not for sale anywhere, so don't waste 'em. Use regular weapons (Uzis, assault rifles, etc) for the piddling monsters in the desert or towns. Stocking up on rockets is another good idea, and you'll probably want to bring along some plastic explosives for contrary doors, as well as a rad suit or two.

The final base (once you get inside) may not seem to have much, but as we all know, looks can be deceiving. A perceptive person might just discover asecret or two that will lead you onwards to destiny *or something*. At the penultimate moment, remember that there's a reason for that disband command and I *hope* you can run fast. Grin!

Write On!

One more thing: while the game writes often to disk, and there are many one-time items, almost nothing is truly irrevocable. If you make a mistake on disks 2, 3, or 4, you can always create a new copy and try again (there is really no reason why anyone should have to restart the game). The only time you can run into trouble is if you make a mistake on disk 1.

Then you might have problems, so it's good practice to backup disk 1 every so often. This can be done easily (for you Apple owners) with good old COPYA. While this isn't able to make a new disk (you have to use the utility that comes with the game), it works perfectly in creating backups of existing play disks.

Well (peeking at the invisible clock), I see that it's about that time again. Remember if you need help with an adventure game, you can reach me in the following ways:

On The Source: send SMail to ST1030. On Delphi: Visit the GameSIG (under the Groups and Clubs menu). On GEnie: Stop by the Games Roundtable (type: Scorpia to reach the Games RT). By US Mail (those living in the United States must enclose a self-addressed, stamped envelope if they want a reply): Scorpia, PO Box 338, Gracie Station, New York, NY 10028.

Networking The Light Fantastic

(Continued from page 39)

Federation & Empire. Each company has its own area on the RT, making them easy to find.

The Games RT also provides areas where players of GEnie's multi-player on-line games, such as Stellar Emperor and the extremely popular Air Warrior (the ultimate in flight simulation/combat) can exchange hints, brag, or make suggestions for improving the game.

Whatever your gaming interest: adventure games, role-playing games, war/strategy, action/arcade, multiplayer, computer or non-computer, the Games RoundTable on GEnie has it all. Come visit soon!

[Ed. Note: Scorpia is the SysOp for the Games RoundTable on GEnie.]

BACK ISSUES ARE AVAILABLE

Send $3.50 per issue

Mail order to CGW Back Issues, P.O. Box 4566, Anaheim, CA 92803
When ordering please indicate alternate selections

3.1 - Test Pilot (fiction); Serpentine; Cosmic Balance; S.E.U.I.S.; Armor Assault; The Arcade Machine; The Atari Arena; The Learning Game; INDEX; and more!

3.4 - Suspended; M.U.L.E.; Battle for Normandy Strategy; Serpent's Star Hints; Cosmic Balance Contest Results; Knights of the Desert; Galactic Adventures; Computer Golf!; Bomb Alley; and more!

3.5 - Electronic Arts; Combat Leader; Archon; Lode Runner; TAC; Paris in Danger; Cosmic Balance II; Delta Squadron; Zork III Tips; and more!

3.6 - Ultima III; Operation Whirlwind; Reach for the Stars; Legacy of Lylgamyn; Broadsides; North Atlantic '86; Zork II Tips; and more!

4.2 - Chris Crawford on Computer Game Design; Goren's Computerized Bridge; Carrier Force; DIRECTORY OF GAME MANUFACTURERS; Robotwar Tournament Results; M.U.L.E. Designer Notes; Starcross Tips; Parthian Kings; and more!

4.3 - Seven Cities of Gold; View from a Playtester; Universe - Two Reviews; Mig Alley Ace; Questron; Tycoon and Baron; A Broadsides Replay; Chancellor of the Exchequer; Enchanter Tips; Children's Games - A Shopping Guide; Under Southern Skies; Chivalry; and more!

4.4 - Jupiter Mission; Fifth Eskadra; Excalibur review and Designer's Notes; War in Russia; President Elect and 1984; Lode Runner Contest; Fighter Command; Galactic Gladiator Scenarios; Flight Simulator II and Solo Flight; Crypt of Medea; Sorcerer Tips; and more!

4.5 - Staying Alive in Wizardry; Adventure Gaming Conference; CGW Baseball League; The Computer as Opponent; Sundog; CGW Computer Game Conference; Road to Moscow; Strategy Game Tips; Deadline Tips; Seven Cities of Gold Designer Notes; Rails West; and more!

4.6 - Carrier Force Replay; When Superpowers Collide; Mail Order Games; Panzer-jagd Review; More Galactic Gladiator Scenarios; Cutthroat Hints; Should You Turn Pro?; Dreadnoughts; F-15 Strike Eagle; and more!

5.1 - War in Russia Replay (Pt 1); Hitchhiker's Guide to the Galaxy (two articles); A Software Agent Looks at the Industry; Breakthrough in the Ardennes Designer Notes; Gulf Strike; Cosmic Balance Contest Results; Clear for Action; and more!

5.3 - Sports Games Survey; The Battle of Chickamauga; Imperium Galactum; Games You'll Never See; Crusade in Europe Design Notes; Lucasfilm Enters Home Gaming; Baseball Games for Your Computer; Mindwheel Hints; Silicon Cerebrum; Reforger '88; Napoleon at Waterloo; and more!

#26 - Conflict in Viet Nam; Inside Ultima IV; The Halley Project; Silent Service Designer's Notes; The Kobayashi Alternative; Spellbreaker Tips; Koronis Rift; Eidolon; Story Tree; and more!

#27 - Under Fire Replay; Europe Ablaze and U.S.A.A.F.; Map Design for Computers; 7th Fleet; Game Manufacturer Survey; Battle of Antietam; Ballyhoo Tips; and more!

#28 - The Dark Ages of Computer Game Design; Three article on computerized baseball; Autoduel; Alter Ego; Nam; The Current State of the Entertainment Industry; Halley Project Update; Amazon Tips; and more!

#29 - Battlegroup & Mech Brigade; Psi 5 Trading Co.; Battle of the Atlantic (SimCan); Universe II Playtester Notes; Island of Kesmai; Borrowed Time Tips; Golf Games; Countdown to Shutdown; Moebius; Norway 1985; Clash Of Wills; and more!

#30 - American Dream Review; Phantasie II; Industry Survey; Kobayashi Alternative Revisited; Orbiter and Flight Simulator for Mac; Silent Service for Atari; Championship Basketball; and more!

#31 - Wizard's Crown; Trinity Playing Tips; Operation Keystone; Habitat/Quantumlink; Baseball stat programs; Grand Slam; Race Car Simulator; Amiga graphics/music/video programs; APBA Baseball; Spin Out; World Karate; and more!

#32 - Interview with Alan Miller; Interview with Brian Moriarty; Lords of Conquest review and strategy notes; Alternate Reality; Battlefront; A Mind Forever Voyaging playing tips; Chessmaster 2000; Rommel-Battles For Tobruk; Bronze Dragon; and more!

#33 - Leather Goddesses of Phobos Hints; Computer GamingThe Year in Review; GettysburgThe Turning Point; Shard of Spring; Interview with Chris Crawford (Pt1); Dragon-Fire II; and more!

#34 - MoonMist Hints; Robot Rascals; Defender of the Crown; Iwo Jima/Falklands; Amnesia; Adventure Game Conference; Warship; Interview with Chris Crawford (Pt2); Major Motion; 1985-1986 INDEX; and more!

#35 - COMPUTERS IN FLIGHT ISSUE - The State of the Industry; Gunship; Gemstone Healer Hints; 50 Mission Crush Stories; Space M+A+X; Star Trek: Prom. Prophecy; Starflight; Interview with Doug Crockford; Blue Powder, Grey Smoke; Patton vs Rommel; Strategic Conquest Plus; and more!

#36 - BASEBALL FEVER ISSUE - Baseball Game Survey; Epyx Company Report; War In The South Pacific; Hollywood Hijinx Hints; Might & Magic; Sailing Programs; History of Bruce Artwick's Flight Simulator; Interview with Earl Weaver; Play-By-Mail Games; Ogre, and more!

#37 - WORLD WAR II ISSUE - Survey of WWII Computer Wargames; The Future of Computer Wargaming (1988-1992); Killed Until Dead; Realms of Darkness; Stalingrad Campaign; WWII Tactical Wargames Compared; Full Count Baseball; Electronic Arts Company Report; Wrath of Denethenor; Portal; Warship Scenarios, and more!

#38 - FANTASY/ADVENTURE ISSUE - Bard's Tale II: S.D.I.; Bureaucracy Tips; Sub Battle Simulator; King's Quest III; Computer Role-Playing Games (An Editorial); Battlecruiser; Accolade's Comics; Activision Company Report; Sinbad & Throne of Falcon; Interview with Jon Freeman and Ann Westfall; Where in the USA is Carman Sandiego; and more!

#39 - GAME DESIGN ISSUE - Game Development at Broderbund; Phantasie III; Euclid vs. Patton (Field Algorithms); Dragon Side II Review; Industry Report from C.E.S.; PHM Pegasus; Goodbye "G" Rated Computer Games; Theatre Europe; B-24 Notes; Designer Play Tips on Defender of the Crown; Infocom Company Report; Uninvited reviewed; The Sentry; Zen & the Art of Game Design; and more!

#40 - WARGAMING ISSUE - SSG's Russia (The Great War...); Ultima V and Wizardry IV (Comparative Overview); SimCan's Rommel At Gazala; Lurking Horror Tips; E.O.S.; Guderian; Rebel Charge at Chickamauga; The Best Educational Games of 1987; The Origins of Company Names; Street Sports Baseball; California Games; The Eternal Dagger; Goodbye "G" Rated Computer Games (Part 2); and more!

#41 - SHOPPING GUIDE - Wizardry IV; Make Your Own Murder Party; Microprose Company Report; Hot Titles for Christmas; Stationfall Tips; Ancient Art of War At Sea; Joysticks and Mice; Borodino 1812; Shadowgate; Deep Space; Leisure Suit Larry; Nord and Bert; and more!

#42 - FOOTBALL ISSUE - Plundered Hearts Playing Tips; Computer Football Game Survey; 1987 CGW Game of Year Awards (at DragonCon); Project Stealth Fighter; Beyond Zork; Spy Adventure Series; Warship Strategy; Battles In Normandy; Firepower; and more!

#43 - WARGAMING THEN & NOW - Shiloh:Grant's Trial; Border Zone; Mech Brigade Tactics; UMS Preview; High Seas; Darkhorn; Empire; Inside Trader; Legacy of The Ancients; Goodbye "G" Ratings Pt.3; Blackjack Academy; Into The Eagle's Nest; Airborne Ranger; and more!

#44 - FLIGHT ISSUE - Survey of Helicopter Siumulations; Alternate Reality-The Dungeon; Apollo 18; Falcon; Arkanoid; Guild of Thieves; 2400 A.D.; Test Drive; Faery Tale Adventure; Jewels of Darkness; Chuck Yeager Flight Trainer Tidbits; and more!

#45 - SCIENCE FICTION - Space Quest Tips; Space Arcade Games; Computer Games in 1988; The Future of Computer Games (Isaac Asimov, Harry Harrison, Douglas Adams, Jerry Pournelle, and others); Halls of Montezuma; Wasteland Sneak Preview; Skyfox II; Breach; SSI Company Report; Terrorpods; and more!

#46 - SPORTS SURVEY - Spring Sports Survey; Dungeon Master; World Games; Police Quest; Fog of War Roundtable Part 1; Ferrari Formula One Preview; Sherlock; Skate or Die!; Strike Fleet; Demon Stalkers and Gauntlet; Sons of Liberty; Deathlord; Knight Orc; and more!

#47 - MIST, MAGIC & MYSTERY - Ultima V; Wasteland; CRP Editorial by Scorpia; Trust & Betrayal; Panzer Strike; The Future of CRP Games (by Dave Arneson); Game Design Insights from The Journal of Computer Game Design;



Reader Input Device #48

On this page, a number of games and articles are listed for evaluation, as well as some general interest questions. For each game which you have played or article which you have read, place a 1 (terrible) through 9 (outstanding) next to the appropriate number on the card provided opposite page 4.

Games

1. Empire (Intstel)
2. Strike Fleet (EA)
3. Earl Weaver Baseball (EA)
4. Russia (SSG)
5. Rebel Charge (SSI)
6. Battlefront (SSG)
7. Ancient Art of War (Brdrbnd)
8. Computer Baseball (SSI)
9. Crusade in Europe (MicPr)
10. Carriers At War (SSG)
11. Dungeon Master (FTL)
12. Pirates (MicPr)
13. Gunship (MicPr)
14. Might and Magic (New World)
15. Stealth Fighter (MicPr)
16. Faery Tale Adv. (MicIll)
17. Bard's Tale II (EA)
18. Archon I (EA)
19. One on One (EA)
20. Elite (Rainbird)
21. Shiloh: Turning Pt. (SSI)
22. Wings of Fury (Brdrbnd)
23. Demon Stalkers (EA)
24. Sons of Liberty (SSI)
25. Wooden Ships (AH)
26. Long Lance (SimCan)
27. Falcon (SpctHolo)
28. B-24 (SSI)
29. Panzer Strike (SSI)
30. President Is Missing (Cosmi)
31. Three Stooges (Cnmaware)
32. Police Quest (Sierra)
33. Star Rank Boxing II (Activision)
34. Return to Atlantis (EA)
35. Trust & Betrayal (Mndscpe)
36. Ultima V (Origin)
37. Wasteland (EA)
38. Maniac Mansion (Lucsflm)
39. The Train (Acclde)
40. Ports of Call (Aegis)
41. Stealth Mission (subLogic)
42. U.M.S. (Rainbird)
43. Echelon (Access)
44. Tetris (SpctHolo)
45. Hunt for Red October (Datasoft)

Articles

46. Bard's III Review
47. Wasteland Hints
48. Mech Brig. Scenario
49. Stealth Fighter Hints
50. Long Lance Review
51. Return to Atlantis Review
52. Wooden Ships Review
53. Video Gaming World
54. Inside the Industry
55. Hunt for Red October Review

Questions

56. If you could decide which kind of packaging the software industry would use as standard packaging, would you choose: a) album covers (a la EA); b) approximately 6x9x1 (a la new SSI titles, new Microprose titles, new Accolade packaging, and others); c) 7x9x1 (a la Sierra, Cinemaware); d) 7x9 book format (a la Mindscape adventure games); or e) the classic 8 1/2 x 11 1/2 box (a la older Avalon Hill and SSI titles).



The Computer Gaming World Hall of Fame honors those games that over the course of time have proven themselves to be top rated games by the readers of CGW. Members of the CGW Hall of Fame are chosen by the staff of CGW. Once inducted into the Hall, the game will be retired from the current Game Ratings List. As a consumer you can be assured that any game in the CGW Hall of Fame is an all-time favorite.

Game Ratings

"Starflight"'s hit points were reduced enough for "Dungeon Master" to reach the apex of the Action/Adventure ratings. With "Empire" continuing its conquest of the Strategy side, ST owners will be pleased to know that they have gotten respect. In the Action/Adventure category, "Pirates" swashbuckled its way into third position, giving Microprose and Electronic Arts three products respectively in the top ten.

On the Strategy side, the top five positions remain unchanged, only the numbers have been changed to respect the outstanding. The big mystery is, with "Gettysburg," "Rebel Charge at Chickamauga," and "Battle of Antietam" so highly rated, why has "Shiloh: The Turning Point" started off so slowly? Have readers been rating the antique "Battle of Shiloh" rather than the new, improved version? This issue, we offer a chance to rate this new release, yet again.

Strategy Top 50

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Empire	Intstel	ST,I	4	32	7.77
Gettysburg	SSI	Many	11	50	7.66
Strike Fleet	EA	Ap,C	1	26	7.50
Earl Weaver Bsball	EA	Am,I	5	39	7.47
Rebel Charge	SSI	Many	6	27	7.14
Russia	SSG	Ap,C	8	31	7.14
Battlefront	SSG	Ap,C	6	34	7.11
Ancient Art of War	Brodr	I,M	8	34	7.10
Computer Baseball	SSI	All	6	36	7.10
Crusade in Europe	MicPr	Many	7	65	7.10
Breach	Omtrnd	Am,ST,I	4	43	7.09
Carriers at War	SSG	C,Ap	6	69	7.09
Micro Lg Baseball	MicLg	All	3	34	7.09
Europe Ablaze	SSG	C,Ap	8	33	7.08
Seven Cities Gold	EA	Many	9	118	7.08
Star Fleet I	Intstel	Many	5	38	7.08
Balance of Power	Mndscp	M,I	4	28	7.07
Battle of Antietam	SSI	Many	11	42	7.07
Colonial Conquest	SSI	C,At	3	60	7.07
Decision in Desert	MicPr	Many	9	36	7.06
Oper Mkt Garden	SSI	Many	4	58	7.06
Silent Service	MicPr	Many	6	108	7.06
Under Fire	AH	Ap	6	23	7.06
Reach for Stars	SSG	C,Ap	5	48	7.05
NFL Challenge	XOR	I,M	5	20	7.05
3-in-1 Football	Hafner	Many	2	20	7.05
Carrier Force	SSI	C,Ap,At	5	108	7.04
War in So. Pac.	SSI	Ap,C	5	23	7.04
Flight Sim II	SubLg	Many	6	84	7.03
Anc Art War Sea	Brdrbd	I	3	26	7.01
Battlegroup	SSI	C,Ap	4	35	6.95
Defender Crown	MstDsg	Many	8	51	6.95
Lords of Conquest	EA	Many	3	42	6.93
Field of Fire	SSI	Ap,C,At	5	67	6.92
U.S.A.A.F.	SSI	C,Ap,At	2	26	6.92
Halls Montezuma	SSG	C,Ap	4	26	6.91
Roadwar 2000	SSI	Many	3	34	6.80
Computer Ambush	SSI	Many	6	49	6.78
Gato	SpHb	Many	3	79	6.77
Gulf Strike	AH	Many	4	33	6.75
Shiloh	SSI	Many	3	27	6.69
No. Atlantic '86	SSI	Ap,M	2	72	6.65
Conflict in Viet	SSI	Many	5	21	6.63
Battlecruiser	SSI	Ap,At,C	3	29	6.61
Knights of Desert	SSI	Many	5	63	6.61
Chickamauga	GDW	At,C	2	26	6.60
Warship	SSI	Ap,At,C	4	44	6.57
Fifth Eskadra	SimCan	Ap,C,ST	2	20	6.53
Computer Qback	SSI	A,C	2	91	6.48
Jet	subLg	Am,ST,I	4	24	6.45

Adventure/Action Top 50

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Dungeon Master	FTL	ST	1	31	7.81
Starflight	EA	I	12	46	7.63
Pirates	MicPr	C,Ap	6	40	7.60
Gunship	MicPr	C, I	10	52	7.57
Might and Magic	NewWrd	Ap,C,I	10	48	7.53
Stealth Fighter	MicPr	C	4	21	7.42
Faery Tale Adventure	Micrill	Many	2	39	7.29
Bard's Tale II	EA	Ap,C	10	53	7.17
Archon I	EA	Many	10	98	7.14
Knight of Diamonds	SirTc	Ap,I	12	54	7.14
One on One	EA	Many	7	74	7.13
Phantasie	SSI	Many	10	68	7.13
Airborne Ranger	MicPr	C	4	27	7.10
Elite	Fireb	C,Ap,I	5	45	7.10
Spellbreaker	Infcm	Many	5	24	7.09
Zork Series	Infcm	Many	7	122	7.09
Legacy of Llygamyn	SirTc	Ap,I	9	52	7.08
Pinball Const. Set	EA	Many	4	47	7.08
Lode Runner	EA	Many	6	60	7.07
Phantasie II	SSI	Many	6	36	7.07
Questron	SSI	C,Ap,At	6	90	7.07
Sorcerer	Infcm	Many	5	58	7.07
Wizard's Crown	SSI	Many	11	58	7.06
Legacy Ancients	EA	Ap,C	4	46	7.05
World Class Ldr Bd	Access	C	3	23	7.04
Enchanter	Infcm	Many	4	45	7.02
Eternal Dagger	SSI	Ap,At,C	3	28	7.00
Ultima II	Orign	Ap	8	61	7.00
Leather Goddesses	Inf	Many	2	31	6.98
Winter Games	Epyx	Many	1	37	6.97
Ultima I	Orign	Ap,C	2	48	6.96
Auto Duel	Orign	Many	2	65	6.95
Choplifter	Brdrbnd	Ap,C	5	73	6.94
Deadline	Infcm	Ap,At,I	3	44	6.94
Rogue	Epyx	Many	1	26	6.92
Police Quest	Sierra	I	1	20	6.90
King's Quest II	Sierra	Ap,ST,I	3	20	6.88
Hitchhiker's Guide	Infcm	Many	4	108	6.86
Planetfall	Infcm	Many	3	51	6.86
Return of Werdna	SirTc	Ap	4	21	6.80
Beyond Zork	Infcm	Many	2	30	6.80
Summer Games	Epyx	Many	2	35	6.79
Wishbringer	Infcm	Many	3	36	6.79
Racing Dest Set	EA	C,At	3	49	6.78
Chuck Yeager's AFT	EA	Ap,C,I	1	34	6.76
Phantasie III	SSI	Many	2	26	6.76
Hardball	Accld	Many	8	43	6.73
Marble Madness	EA	Many	2	20	6.71
Adventure Con. Set	EA	Many	3	57	6.72
Archon II	EA	C,Ap,At	4	76	6.64

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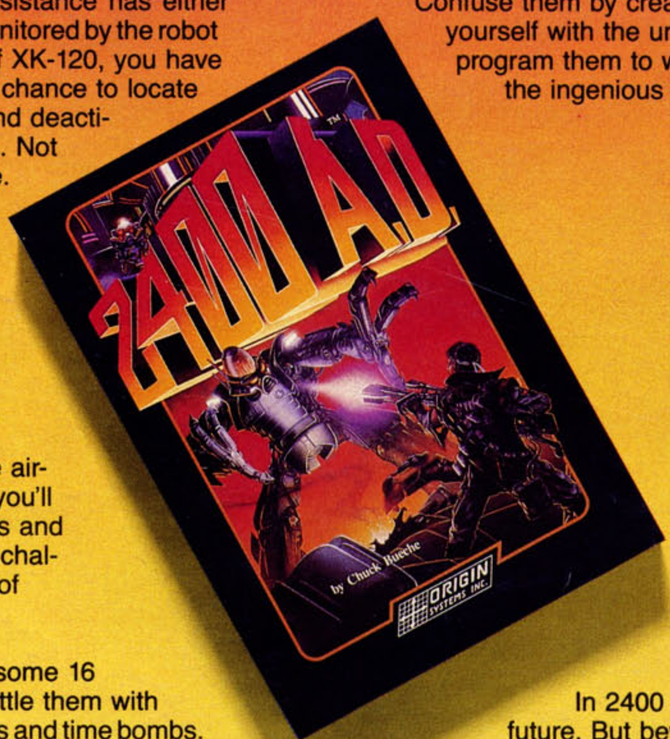
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